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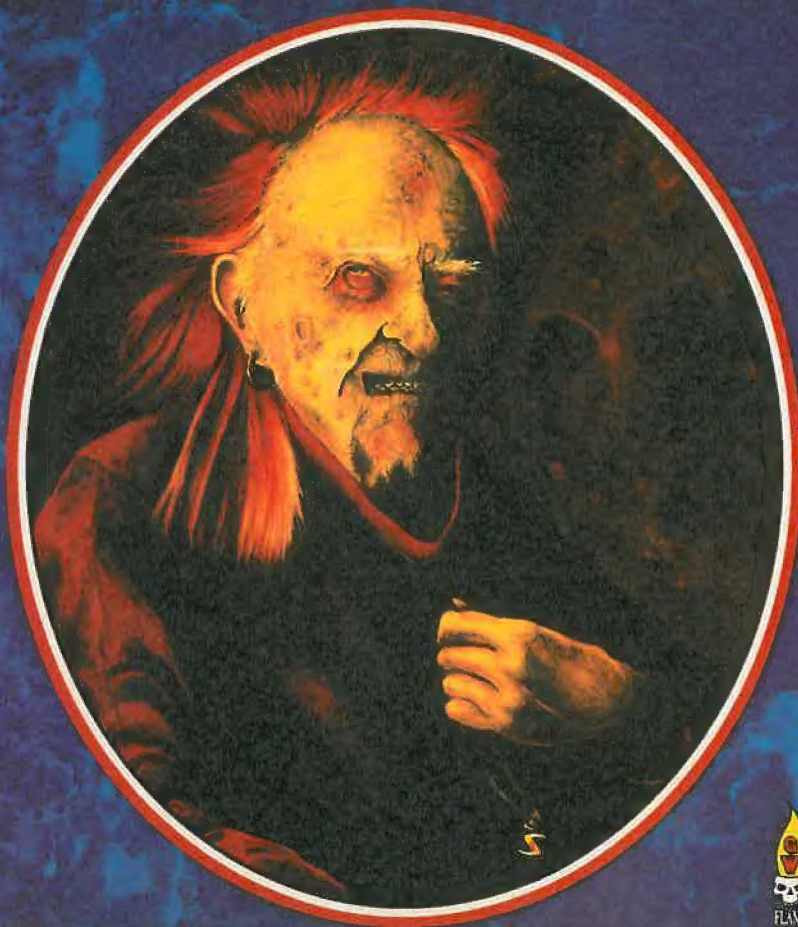
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WARHAMMER[®]
FANTASY ROLE PLAY

DEATH'S DARK SHADOW



DARK MYSTERY AND SINISTER SECRETS IN THE WARHAMMER WORLD
BY CARL SARGENT

"Oh, it's a peaceful-looking place. Nice people, friendly smiles, hospitality and welcome. But you mark my words, old sins have long shadows, sinister shapes flit in the woods at night, and there are folk who are not what they seem..."

Nestling in the shadow of the Vaults, the village of Kreutzhofen stands at the convergence of the great mountain passes leading to Bretonnia and the Border Princes. Reikland bargemen, Elves from the Loren Forest, grim-jawed mercenaries, hard-eyed Tilean sindicalistas and groups of young Adventurers pass through here by river, forest trail or mountain pass. The villagers seem content and happy, but behind shuttered windows lurk dark secrets...



Death's Dark Shadow is a 128-page sourcepack and adventure book for Warhammer Fantasy Roleplay adventurers in Basic or Advanced careers. In addition to a gazetteer of Kreutzhofen and the smaller hamlet of Weilerberg, the book contains four short adventures, six adventure outlines, three optional locations with an adventure script for each, and an extended adventure of intrigue and dark dangers – The Curse of the Reichenbachs. It also contains a special reference section on roleplaying with characters taken from the very best of the Warhammer novels.

Packed with exciting locations, intriguing characters and a range of adventures, Death's Dark Shadow is not to be missed by any serious Warhammer Fantasy Roleplay enthusiast!

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CORRESPONDENCE

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GAME SUBMISSIONS

We're pleased to consider any previously unpublished articles for White Dwarf. All submissions should be typed, double-spaced with double margins on one side of A4 paper, and should be accompanied by an explanatory covering letter and a stamped self-addressed envelope large enough to return the submission. Hand-written submissions will not be considered. Please clearly state on the envelope which game the submission is for - send to the Editor at the White Dwarf address.

ARTWORK SUBMISSIONS

We're happy to look at samples of black and white artwork but, in order to deal efficiently with such material, we require that all artwork be submitted as photocopies together with a stamped self-addressed envelope for us to reply and return to work. Please send all artwork submission to the Art Editor at the Design Studio address.

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Always send a copy of your submission and keep the original - White Dwarf cannot take any responsibility for the safety of your submissions and regrettably submissions can and do get lost or damaged. Submissions not accompanied by an SAE will not be returned. Please allow at least 6-8 weeks for a reply.

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WHITE DWARF

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Space Marine Terminators of the Ultramarines chapter battle against Ork Stomper Gargants from the Evil Sunz clan

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Middlesbrough is holding its Grand Opening Day on Saturday 22nd June - we're giving away special discount vouchers for use on the day

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Andy Chambers and Mike McVey
We're collecting and painting an Eldar army for Warhammer 40,000 based on the Alaitoc Craftworld. Andy describes what he's chosen for the first 2000 points and Mike details how we've painted our squads and characters with guidelines for painting your own Guardian squads, Aspect Warriors, Exarchs, Warlocks and Farseers

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SPACE HULK: NECROMUNDA

Dean H Bass
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Mike McVey
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Andy Chambers



Mike McVey



Rick Priestley



Tim Prow



Nigel Stillman

GAMES WORKSHOP™

UK STORE NEWS

LATE NIGHT OPENING EVERY WEEKDAY THIS SUMMER

All Games Workshop stores* are now open until 7pm every weekday throughout the summer so you can come down and join in a whole host of gaming events. The exact times for each store are listed opposite.

Some of the events are detailed below. Drop in to your local Games Workshop for more info on these, plus up-to-the-minute news of any other special events.

GAMING LEAGUES

The Gaming Leagues are now well under way in search of champions. Each store will be sending their League-winning players to Games Day in September to battle for the title of National Champion.

There are separate Leagues for Warhammer Fantasy Battle, Warhammer 40,000, Space Marine, Space Hulk and Blood Bowl. There's still time to register in the Leagues for this year's Championship. To enter, call in to your local Games Workshop store and ask for an entry form. Once you've joined, you play 12 games to establish your League position. You're more than welcome to play these games at the store – if you have any trouble finding opponents, talk to your local store manager and he'll be able to help.

BEGINNERS' MINIATURE PAINTING

Every Games Workshop store has an area permanently set aside where you can learn the basic techniques for painting your units of Citadel and Marauder Miniatures. We supply the paints and brushes – all you need to bring along are some models to paint.

If you've never painted miniatures before or you've only just started, we'll be happy to show you how it's done. There'll always be a member of the store staff or a local expert painter on hand to show you what you need to know and give you helpful advice.



BEGINNERS' GAMING

We're always happy to help you learn a game that you've just bought or are thinking of buying. Our enthusiastic staff are all keen gamers themselves and will be more than willing to play a game with you. If you've not started collecting your army yet, you'll even be able to use the store's own painted miniatures to help you learn the rules.

GAMES CLUBS

Every store runs a Games Club on one or more evenings a week when the store stays open until 8pm.* Everyone's welcome, so if you want to fight a battle, just have a word with the store manager to check there's a table free.

And if you haven't got any opponents, your local Games Club is the perfect place to find other players – if you bring along a unit of painted miniatures, there'll usually be a battle you can join in. See the list opposite for details of exactly when your local Games Club is held.

INTRODUCTION TO WARHAMMER 40,000 & WARHAMMER FANTASY BATTLE

We're running games of Warhammer Fantasy Battle and Warhammer 40,000 every Saturday in all of our stores.** We'll be running these games with the beginner in mind, so it doesn't matter if you've never played before – we'll have an expert player on hand to show you how the game works, explain the rules and give you useful tips on tactics.

To take part, just come along with a regiment or squad of painted miniatures and join forces with the other players. If you're new to the hobby and haven't got a small force of painted models, don't worry – you'll be able to play using part of the store's own painted miniature collection.

As well as these regular games, there will be other special events at each store including demonstration and participation games, tournaments, painting workshops and competitions. Check the store noticeboard for details – if you can't get in to the store, give them a ring and ask what's going on over the coming weeks. There'll be games to join in whether you're a novice or an expert player.

* except Games Workshop Birmingham which closes at 5.30pm. ** Games Workshop York runs its Warhammer games as part of its Friday evening Games Club.

UK RETAIL STORES

WHERE TO FIND YOUR LOCAL GAMES WORKSHOP STORE AT A GLANCE

SCOTLAND

EDINBURGH

136 HIGH ST,
EDINBURGH, EH1 1QS
OPEN 10.00-7.00 MON TO FRI
9.30 - 5.30 SAT 11.00 - 5.00 SUN
CLUB NIGHT: THURS TILL 8.00
CONTACT: MARC
TEL: 031 220 8540

GLASGOW

66 QUEEN ST,
GLASGOW, G1 3DS
OPEN 10.00-7.00 MON TO FRI
9.30 - 5.30 SAT
CLUB NIGHT: THURS TILL 8.00
CONTACT: ALISDAIR
TEL: 041 226 3762

THE NORTH

LEEDS

12-16 CENTRAL RD,
LEEDS, LS1 6DE
OPEN 10.00-7.00 MON TO FRI
9.30 - 5.30 SAT
CLUB NIGHT: WED TILL 8.00
CONTACT: TIM
TEL: 0532 420834

YORK

26 GOODRAMGATE,
YORK, YO1 2LG
OPEN 10.00-7.00 MON TO FRI
9.30 - 5.30 SAT
CLUB NIGHT: FRI TILL 8.00
CONTACT: EVAN
TEL: 0904 653575

MIDDLESBROUGH

39 DUNDAS STREET,
MIDDLESBROUGH
OPEN 10.00-7.00 MON TO FRI
9.30 - 5.30 SAT
CLUB NIGHT: THURS TILL 8.00
CONTACT: MARK
TEL: 0642 254091

SHEFFIELD

16 FITZWILLIAM GATE,
SHEFFIELD
OPEN 10.00-7.00 MON TO FRI
9.30 - 5.30 SAT
CLUB NIGHT: THURS TILL 8.00
CONTACT: RICK
TEL: 0742 750114

PRESTON

15 MILLER ARCADE,
PRESTON, PR1 2QA
OPEN 10.00-7.00 MON TO FRI
9.30 - 5.30 SAT
CLUB NIGHT: THURS TILL 8.00
CONTACT: SPENCER
TEL: 0772 821855

NEWCASTLE

63 CLAYTON ST,
NEWCASTLE-UPON-TYNE
OPEN 10.00-7.00 MON TO FRI
9.30 - 5.30 SAT
CLUB NIGHT: THURS TILL 8.00
CONTACT: IAN
TEL: 091 232 2418

LIVERPOOL

23 BOLD ST,
LIVERPOOL, L1 4DJ
OPEN 10.00-7.00 MON TO FRI
9.30 - 5.30 SAT
CLUB NIGHT: THURS TILL 8.00
CONTACT: ROGER
TEL: 051 708 6087

MANCHESTER

UNIT 1, 3 BROWN ST,
MANCHESTER, M4 3AB
OPEN 10.00-7.00 MON TO FRI
9.30 - 5.30 SAT
CLUB NIGHT: THURS TILL 8.00
CONTACT: KARL
TEL: 061 632 6863

THE SOUTH

TORQUAY

12 MARKET ST,
TORQUAY, TQ1 1AQ
OPEN 10.00-7.00 MON TO FRI
9.30 - 5.30 SAT
CLUB NIGHT: TUES AND
THURS TILL 8.00
CONTACT: ROB
TEL: 0803 201036

MAIDSTONE

UNIT 6, 1-9 PUDDING LANE
MAIDSTONE
OPEN 10.00-7.00 MON TO FRI
9.30 - 5.30 SAT
CLUB NIGHT: THURS TILL 8.00
CONTACT: GUY
TEL: 0622 677435

LUTON

12 PARK ST,
LUTON, LU1 3EP
OPEN 10.00-7.00 MON TO FRI
9.30 - 5.30 SAT
CLUB NIGHT: THURS TILL 8.00
CONTACT: LANCE
TEL: 0582 417474

BRIGHTON

7 NILE PAVILIONS, NILE ST,
BRIGHTON, BN1 1HW
OPEN 10.00-7.00 MON TO FRI
9.30 - 5.30 SAT
CLUB NIGHT: FRI TILL 8.00
CONTACT: CHRIS
TEL: 0273 203333

READING

UNIT 3, CHEAPSIDE,
READING
OPEN 10.00-7.00 MON TO FRI
9.30 - 5.30 SAT
CLUB NIGHTS: WED AND THURS
TILL 8.00
CONTACT: DAVE
TEL: 0734 566693

SOUTHAMPTON

23 EAST ST,
SOUTHAMPTON, SO1 1HG
OPEN 10.00-7.00 MON TO FRI
9.30 - 5.30 SAT
CLUB NIGHT: THURS TILL 8.00
CONTACT: REES
TEL: 0703 331982

BRISTOL

13 BROAD WEIR,
BRISTOL
OPEN 10.00-7.00 MON TO FRI
9.30 - 5.30 SAT
CLUB NIGHT: THURS TILL 8.00
CONTACT: SHANE
TEL: 0272 251533

OXFORD

1A BUSH HOUSE,
NEW INN HALL STREET,
OXFORD
OPEN 10.00-7.00 MON TO FRI
9.30 - 5.30 SAT
CLUB NIGHT: THURS TILL 8.00
CONTACT: ANDREW
TEL: 0865 242182

LONDON

CENTRAL LONDON

UNIT F10, THE PLAZA,
116-128 OXFORD ST,
LONDON, W1R 1PA
OPEN 10.00-7.00 MON TO SAT
CLUB NIGHT: THURS TILL 8.00
CONTACT: CHRIS
TEL: 071 436 0839

HAMMERSMITH

1 DALLING RD, HAMMERSMITH,
LONDON, W6 0JD
OPEN 10.00-7.00 MON TO FRI
9.30 - 5.30 SAT
CLUB NIGHT: THURS TILL 8.00
CONTACT: JOE
TEL: 081 741 3445

HARROW

296 STATION RD, HARROW,
MIDDLESEX, HA1 2DX
OPEN 10.00-7.00 MON TO FRI
9.30 - 5.30 SAT
CLUB NIGHT: MON TILL 8.00
CONTACT: DAVE
TEL: 081 861 2350

BECKENHAM

292-294 HIGH ST,
BECKENHAM,
KENT, BR3 1DY
OPEN 10.00-7.00 MON TO FRI
9.30 - 5.30 SAT
CLUB NIGHT: THURS TILL 8.00
CONTACT: KEITH, TEL: 081 658 8102

CROYDON

UNIT 35, DRUMMOND CENTRE,
KEELEY ROAD, CROYDON
OPEN 10.00-7.00 MON TO FRI
9.30 - 5.30 SAT
CLUB NIGHT: THURS TILL 8.00
CONTACT: ED, TEL: 081 680 4600

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MIDLANDS

NOTTINGHAM

34A FRIAR LANE,
NOTTINGHAM, NG1 3DU
OPEN 10.00-7.00 MON TO FRI
9.30 - 5.30 SAT
CLUB NIGHT: THURS TILL 8.00
CONTACT: CHRIS TEL: 0602 480851

BIRMINGHAM

519 BRIDGELINK,
BULL RING CENTRE, BIRMINGHAM
OPEN 9.30-5.30 MON TO SAT
CONTACT: TED TEL: 021 632 4804

DERBY

42 SADLER GATE, DERBY, DE1 3NL
OPEN 10.00-7.00 MON TO FRI
9.30 - 5.30 SAT
CLUB NIGHT: THURS TILL 8.00
CONTACT: DOMINIC TEL: 0332 371057

DUDLEY

KIOSK U, UPPER LEVEL,
MERRY HILL CENTRE,
BRIERLEY HILL, DUDLEY
OPEN 10.00-8.00 MON TO FRI
9.00-7.00 SAT
CLUB NIGHT: THURS TILL 8.00
CONTACT: SIMON TEL: 0384 461618

CAMBRIDGE

4 QUAYSIDE, CAMBRIDGE
OPENING SOON
RING OUR CENTRAL LONDON STORE
ON 071 436 0839 FOR MORE DETAILS

GAMES WORKSHOP AND CITADEL NEWS

EMPIRE ARMY

Alan and Michael Perry have just begun to design a brand new range of Empire miniatures for Warhammer Fantasy Battle. This is the start of a major range that will see all sorts of developments for the forces of the Empire.

The new miniatures won't be available in the shops for a while yet, but we thought we'd show you these first six master models to whet your appetites.

As soon as the first miniatures are available, Alan and Michael are going to start painting an Empire army for Warhammer Fantasy Battle. We'll be bringing you more details of this as it progresses.

SPACEFLEET

We're also about to release Spacefleet, a game of spaceship combat set in the Warhammer 40,000 universe.

Spacefleet is the first in a new series of games designed to introduce people to the hobby. The games all contain plastic Citadel Miniatures, playing board, counters and other components, a simple rules sheet and a cunning box-lid combat tray.

Spacefleet's designed for players of 8 years and upwards and has a fast exciting combat system recreating battles between Imperial battlecruisers and Eldar pirate ships.

As it happens, however, the Spacefleet system can easily be developed into a more sophisticated tactical game and Jervis Johnson has been working on a set of advanced rules which do just that.

These rules will be appearing in White Dwarf at the same time as the game appears in the shops.

The Citadel Miniatures designers have also produced a whole range of metal spaceships and we'll be printing fleet lists and painting guides for these too.



The first models to be sculpted by Alan and Michael Perry in our new Warhammer Fantasy Battle Imperial range – these are the start of a big miniature range that will see lots of exciting new developments for the Empire's armed forces. Shown here are a standard bearer, three Hakbutschutzen armed with arquebuses, a musician and a hero.

NOVELS

We've got a number of new novels and anthologies either at the printers or getting ready to go. Here's a few advance details.

In the Warhammer Fantasy line, there's a new anthology with stories from Jack Yeovil, Brian Craig, Nicola Griffith, Barrington J Bayley, John Brunner, Gwyneth Jones and Neil McIntosh.

The Vampire Genevieve by Jack Yeovil is not too far off publication – this is a collection of three novellas starring Genevieve, heroine of *Drachenfels* and *Red Thirst*. Genevieve will also be appearing in the new vampire novel that Jack recently started work on – more news on this when we've seen it.

And we've just received Warblade by David Ferring, the exciting finale to the action-packed Konrad trilogy.

The next Dark Future novel ready for publication is *Ghost Dancers* by Brian Craig. The novel features Kid Zero, Carl Preston and Doc Zarathustra, all of whom appear in Brian's short stories in the *Route 666* anthology.

Finally, Ian Watson's Space Marine novel is due in any day now. We haven't got the title or details of this yet – we'll tell you more as soon as we can.

ADVANCED HEROQUEST PAINT SET

We'll soon be releasing an Advanced Heroquest Paint Set. We haven't quite finalised what's going to be in the box, but there will be a good selection of essential paints, some Citadel brushes, an introductory painting guide – PLUS as many plastic fantasy Citadel Miniatures as we can get in!

WARHAMMER 40,000 COMPILATION

Over the last couple of years there's been a lot of new Warhammer 40,000 rules and articles in White Dwarf. We're bringing most of this material together into a single volume, the **Warhammer 40,000 Compilation**, which should be available fairly soon.

Among other things, the book contains the Eldar and Genestealer army lists and articles on Space Marine armour, including Terminator armour.



US WARHAMMER 40,000 TOURNAMENT

For millennia a fearsome warpstorm has raged around Voltarius. No ship has entered or left the system. Now the warpstorm has begun to clear and forces from around the galaxy are racing to claim the secrets hidden among the ruins.

Ork mobz, Squat brotherhoods, Eldar raiders, Chaos warbands and the armies of Man – all seek their destiny on Voltarius.

Games Workshop staff are hosting this Warhammer 40,000 tournament at Gen Con 91 on August 8-11. Bring 1000 points of painted Warhammer 40,000 troops and come along to the Games Workshop booth.

While you're there you can also check out the latest products from Games Workshop and the full range of Citadel Miniatures.

For complete tournament details and registration, send an SASE to:

Warhammer 40,000 Tournament
Games Workshop
Gen Con Tournament
3431-C Benson Avenue
Baltimore
MD 21227 -1072

SPACE HULK CAMPAIGNS

Nearly ready to go to the printers is our new **Space Hulk Campaigns** book. This features four campaigns pitting Space Marine Terminators against Genestealer Purestrains and Hybrids using all the rules from Space Hulk, Deathwing and Genestealer. The book contains a couple of new board sections and loads of counters.

We've also included all the Space Hulk rules from previous issues of White Dwarf covering Space Marines in power armour and Imperial vs Traitor Terminator games.

CITADEL MINIATURES CATALOGUE

We're preparing a catalogue of every Citadel Miniature that we make. This is going to be *the* definitive reference book for Citadel Miniatures, with photographs of every single model in all our ranges. Whatever the warband or army you're collecting, this will be an invaluable source of information.

The catalogue will contain details on how to order everything from complete Regiments of Renown and plastic kits down to individual model parts for conversion and scratch-building.

NEW WHITE DWARF ADDRESS

All the Games Workshop games designers, artists and Citadel Miniature designers have moved to new offices. In future, all your letters about games, miniatures, art and White Dwarf should be addressed to:

Games Workshop
Howard House
16 Castle Boulevard
Nottingham NG7 1FL

Mail Order enquiries and White Dwarf subscriptions should still be sent to the usual UK, US and Canadian addresses – see the Mail Order page later in the magazine.

LETTERS AND SUBMISSIONS

We enjoy reading all your letters about our games and miniatures but we get a huge amount of mail every day and there's a few things you could do to make life easier for us.

The name of the game: if you're sending a letter about a specific game system, please clearly mark the envelope with the name of the game – this means we can make sure the right person gets the letter straight away.

Questions and answers: we get a lot of rules questions asking about all sorts of aspects of our games. Generally speaking, we don't have time to do these questions justice in our replies – the best we can do is scribble a quick suggestion or give a simple Yes/No answer.

To help with this, in future we'll try to answer your questions in White Dwarf. We're going to be making a feature of Questions and Answers style pages and we'll deal with the more common questions there.

So if you've got a tricky rules point that you'd like us to consider, please send it in. We may not get back to you in person but we'll try to answer as many questions as possible in White Dwarf.

Even if we can't reply, we still appreciate all your questions and other comments – they're a vital part of our game design and help us spot any problems that are cropping up and deal with odd rules anomalies. It gives you a chance to really influence the continuing development of our hobby.

Submissions: because we're always writing new rules and refining our games, there's not a lot of scope for freelance submissions – the chances are that we're already working on something very similar. To save you a lot of unnecessary work, it's always best to send an outline of any article or new rules that you're thinking of writing. That way we can let you know if we're interested in your article before you spend a lot of time writing it up for us.

SSAE: if you'd like a reply to your letter, make sure you enclose a stamped self-addressed envelope of an appropriate size. We don't guarantee that we can get back to everyone but we'll do our best.

Remember – keep sending your letters. Although we may not get a chance to reply we really do like to hear from you!

Karasashalla's Reavers, a Dark Elf army from the city of Ghag Hraef in the Western Mountains of Naggaroth, are one of the armies that saw action in the battle of Feiss Mabdon, when the Dark Elf race invaded the High Elven kingdoms of Ulthuan in a bid to reclaim the lands from which they had been banished. Under Karasashalla's unyielding command, these Dark Elves were among the first to attack the city and drive out Ghabhralla's Elven warriors.

On this occasion, as they had done so many times before, they used a simple but effective arrangement of troops. At the centre of the front line were the Witch Elves, screaming oaths to Khaine as they charged forward, supported by the Dark Elf warriors at either flank. Behind them, staggered so that they could fire between the units in front, advanced the crossbow regiments, ready to turn if the flanks were attacked. The Warhounds ran alongside the crossbows, thrown against any enemy units that strayed too close. Finally, the army's heroes - including Karasashalla himself - remained independent, providing assistance wherever it was needed.

This complete Dark Elf Warhammer army provides you with all of the compulsory troop types plus three Heroes to lead the army.

DARK LORD GENERAL ON COLD ONE



DEATHCAP HERO ON COLD ONE



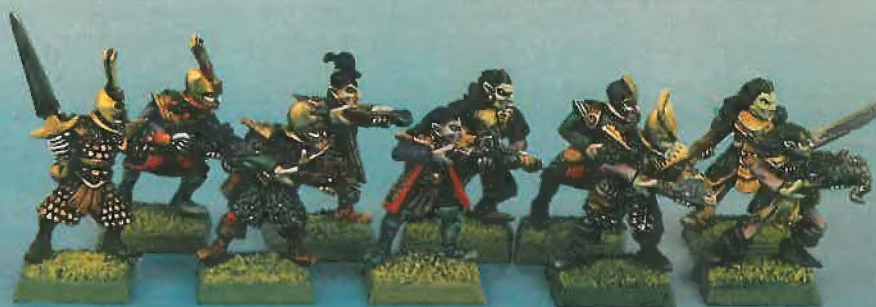
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20 Warriors with light armour and shields including standard bearer and 1 Witch-Helm (level 10 Hero)	311
20 Warriors with light armour, shields and double-handed weapons including standard bearer (relic banner) and 1 Deathshade (level 5 Hero)	351
15 Witch Elves with light armour and poisoned attacks	195
10 Crossbowmen with light armour and crossbows including standard bearer and 1 Deathshade (level 5 Hero)	183
10 Crossbowmen with light armour and repeating crossbows	140
2 Whelp Masters with 4 Warhounds	42

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FANTASY ROLE PLAY

SOCIAL LEVEL

In the *Warhammer Fantasy Role Play* game, social level is an important consideration. Everywhere, but especially in cities, peoples' reactions to your character will depend as much upon *what* he is (or appears to be) as upon *who* he is. Many Old Worlders – no matter how much they may deny it – are snobs, and let's face it, a Beggar or scruffy adventurer is *not* going to get into the Graf's garden party, no matter how persuasive his wit or how high his Fel score is!

The rules given in this section may be used to modify tests for PC-NPC dealings under most circumstances. Although they are included here as rules for Marienburg, they can be applied to all WFRP games. In some city-based adventures – such as *The Power Behind the*

Throne – where it is vital to get on the right side of the right people, social level can make all the difference between failure and success.

CLASS AND STANDING

The society of the Old World is divided into four social classes, and every character will have a certain standing (or lack of it!) within his own class. The four social classes are as follows:

A: Nobility This is the highest class, and in most nations of the Old World it is restricted to a number of noble families and a small group of individuals who have been elevated to the nobility for outstanding service to the crown or nation.

B: Professional/Academic Class This is the most 'respectable' class of all: the lawyers, doctors, wizards, clerics, merchants and senior military men all belong to this class. In terms of our own society, this is the upper-middle class.

C: Craftsman/Tradesman Class Most of the skilled workers of the Old World belong to this class, as do the lower ranks of the military establishment. These are 'respectable' people by and large, but definitely not the upper crust.

D: Labouring/Criminal Class This is the lowest class – unskilled and semi-skilled workers, beggars and criminals. While there is great variation within this class – more, arguably, than in any other – members of the other classes see it as a single undistinguished mass.

The *Career Table* given here lists the class and standing for all the careers given in the WFRP rulebook, as well as a few others published in other sources.

CALCULATING SOCIAL LEVEL

A character's Social Level is made up of two components: *Class* and *Standing*. Class is represented by a letter, and standing by a number. Thus, a character of class B with a standing of 7 would have the code B7 entered in the *Social Level* space on his character sheet.

SOCIAL INTERCOURSE

A character's social level comes into play whenever he is dealing with one or more NPCs in a non-combat situation. In the WFRP rulebook this kind of situation is handled entirely by Fel tests modified by relevant skills, but taking social level into account changes things somewhat.



CAREER TABLE - CLASS AND STANDING

Career	Class	Standing	Career	Class	Standing
Basic Careers					
Agitator	D	5D4	Outrider	C	3D4
Alchemist's Apprentice	C	4D4	Pedlar <i>R</i>	C	2D4
Artisan's Apprentices...	all Cs	see sublists	Pharmacist	B	2D6
Jeweller		4D4	Physician's Student	B	2D4
Armourer, Calligrapher, Engraver			Pilot	C	3D4
Glass Maker & Stonemason		3D4	Pit Fighter <i>F</i>	D	5D4
Brewer, Builder, Cartwright,			Prospector <i>R</i>	C	3D4
Chandler, Cobbler, Cooper,		2D6	Protagonist <i>F</i>	D	5D4
Printer, Shipwright & Tailor					
Blacksmith, Carpenter, Potter & Tanner		2D4	Raconteur <i>S</i>	D	3D6
Bawd <i>S</i>	D	4D4	Rat Catcher	D	3D6
Beggar	D	2D6	Roadwarden <i>R</i>	C	3D6
Boatman	C	2D4	Runner	C	3D4
Bodyguard <i>F</i>	D	4D4	Rustler	D	3D4
Bounty Hunter <i>F</i>	C	3D6	Scribe	C	2D4
Coachman	C	2D6	Seaman	D	3D6
Druid <i>R</i>	B	2D4	Seer <i>S</i>	D	3D6
Engineer <i>X</i>	C	5D4	Servant <i>S</i>	D	2D6
Entertainers...	all Ds	see sublists	Smuggler	D	3D6
Acrobat, Animal Act, Bunko Artist, Comic,			Soldier	C	2D6
Escapologist, Fire Eater, Fortune Teller,			Squire	A	2D4
Hypnotist, Impressionist, Jester, Juggler,			Student	B	2D4
Pavement Artist, Tight Rope Walker & Ventriloquist		2D6	Thieves...	see below	
Actor, Poet, Singer, & Troubadour - all <i>S</i>		3D6	Embezzler	C	2D4
Knife Thrower, Strongman, Wrestler		3D4	Burglar	D	3D6
Exciseman <i>F</i>	C	4D4	Clipper	D	3D4
Fisherman	C	2D6	General & Pickpocket	D	2D6
Footpad	D	4D4	Toll-Keeper <i>R</i>	C	2D6
Gambler <i>S</i>	D	5D4	Tomb Robber	D	3D6
Gamekeeper	C	2D6	Trader	C	2D6
Grave Robber	D	3D4	Trapper <i>R</i>	C	2D6
Herbalist	C	4D4	Troll Slayer <i>X/F</i>	D	5D4
Herdsmen <i>R</i>	D	2D6	Tunnel Fighter	C	3D6
Hunter	C	2D6	Watchman <i>F</i>	D	4D4
Hypnotist <i>S</i>	C	4D4	Wizard's Apprentice	B	2D4
Initiate <i>C</i>	B	2D4	Woodsmen <i>R</i>	C	2D4
Jailer	D	2D4	Advanced Careers		
Labourer	D	3D4	Alchemist <i>L</i>	B	3D6
Marine <i>F</i>	C	3D6	Artillerist	B	2D6
Mercenary <i>F</i>	C	3D6	Artisans...	see sublists	
Militiaman	C	2D6	Jeweller	B	3D4
Minstrel <i>S</i>	C	2D6	Armourer, Calligrapher,		
Muleskinner	C	2D6	Engraver & Stonemason	B	2D6
Noble <i>H</i>	A	5D4	Glass Maker	B	2D4
Outlaw	D	3D6	Brewer, Builder, Cartwright,		
			Chandler, Cobbler, Printer,		
			Shipwright & Tailor	C	3D6
			Blacksmith, Carpenter, Cooper,		
			Potter & Tanner	C	3D4
			Assassin <i>F</i>	C	5D4
			Beastfriend <i>R/X</i>	C	4D4
			Charlatan <i>S</i>	D	5D4
			Cleric <i>L/C</i>	B	5D4

NOTES

Career	Class	Standing	
Counterfeiter	C	3D4	C indicates that class and standing may vary according to the character's cult. Refer to the optional section on Cult Modifiers.
Demagogue S	D	5D4	F indicates that the profession is one which inspires fear, distrust or distaste in most people. The class rating given is an indication of this. However, the character is treated as being one class higher when dealing with other type F characters. Type F characters may be able to intimidate others.
Druidic Priest R/L	B	5D4	
Duellist F	B	3D4	
Exorcist L	B	5D4	L indicates that the career is one with various levels. Standing is increased by D4 per level above 1.
Explorer	B	3D6	
Fence	C	3D4	N Nobles are a special case. There is no upper limit to a noble's standing. Landed nobles have a minimum standing of 10; if the die roll total is less than 10, it is treated as 10. Nobles without land have no minimum standing.
Forger	B	2D6	Nobles with noble vassals add the highest standing to be found among their vassal(s) to their own standing. For example, Graf Wolfgang has a random standing of 15; among his vassals Baron Ulfic has the highest standing at 12; Wolfgang's final standing is therefore 27 (15+12). In turn, Wolfgang's overlord could add 27 (at least) to his standing. As can be seen from this cumulative effect, noblemen near the top of the social ladder need have few worries about their position in society.
Free Lance S	B	5D4	To save time when calculating standings, you can treat land magnates (such as Electors) as having a standing of 5D4 +60; should you ever need to worry about it, the Emperor is assumed to have a standing of 100!
Giant Slayer X/F	C	5D4	In addition, a noble's standing is reduced by D4 points when dealing with anyone of a different nationality.
Gunner	B	2D6	
Highwayman	B	3D4	R indicates that the character is treated as being one class lower while in an urban environment, as townsfolk tend to look down on rustic types.
Judicial Champion F	C	5D4	S indicates that the character may rise to a higher class through personal achievement or by attaching himself to a prominent patron. For newly-generated NPCs and PCs, you may either choose or roll a D6, a roll of 6 indicating that the character is one who automatically gains the higher class; those who move from a lower-class career do not. In other cases, the GM must judge whether a character should be placed in the upper or lower class.
Lawyer	B	3D6	
Loremaster X	B	5D4	X indicates that the character is treated as being one class higher by members of his own race.
Mercenary Sergeant F	C	5D4	
Mercenary Captain	B	4D4	
Merchant	B	3D6	
Navigator	B	3D6	
Outlaw Chief	C	5D4	
Physician	B	3D6	
Racketeer F	D	5D4	
Sapper X	C	3D6	
Scholar	B	4D4	
Scout R	C	4D4	
Sea Captain (Mate)	C	3D4	
Sea Captain	B	4D4	
Slaver F	D	3D4	
Spy	B	4D4	
Targeteer S	C	5D4	
Templar S/C	B	5D4	
Torturer	D	2D6	
Wardancer F/X	C	3D6	
Witch-Hunter	B	5D4	
Wizard L	B	5D4	



Dealing With Other Classes

When dealing with a character from another class, only the class itself is taken into account. A nobleman (Class A) won't make any distinction between a Cobbler and a Cooper (who are both Ds), for instance. They are both tradesmen, and probably a little vulgar to boot. It doesn't matter one jot to him what the two traders may think of their relative position on the social ladder! The reverse is also true. They just see a nobleman walking into their shops. They don't worry about his precise precedence in the scheme of things.

Leadership and Fellowship

In the WFRP rulebook, most tests for interpersonal dealings are made on Fel. This works well up to a point – after all, Fel represents a character's persuasiveness and force of personality. However, a magistrate or Watch Captain shouldn't have to rely on his natural charm to get a Jailer to do what he asks!

To reflect this, a character who is dealing with a character of a lower social class may always choose to use Ld instead of Fel if he wishes for relevant tests. This represents the character using the authority of his position rather than any natural charm in handling people, and the way in which the exchange is played out ought to reflect this.

The Toffs and the Bosses

When a character is dealing with a character from a lower social class, the Fel or Ld test is modified. For each class difference, the higher-placed character gains a +10 Ld modifier and a -10 Fel modifier. This reflects the fact that dealings between members of widely-separated social classes tend to be more comfortable for both parties if they are conducted formally.

When a character opts to use Ld instead of Fel, all relevant skills (eg Blather, Charm, Wit) apply equally to both characteristics.

A character who finds himself one or more classes down must *always* use Fel – a Beggar isn't going to impress a Duke with his authority, so he is obliged to fall back on natural charm and a smidgen of native cunning! Even then, the Fel test is modified by -5 for each class difference.

For example: Graf Erich von Holgesheim (Class A) is holding converse with Max Schumm the Jailer (Class D), on the subject of his friend who is currently in the cells after a particularly successful night on the town.

Erich has the choice of using his Ld of 46 or his Fel of 47; in both cases his Charm and Wit skill will give him +20. Max is three classes below Erich, giving him a further modifier of +30 Ld and -30 Fel. This makes his Ld test 96 and his Fel test 37 – clearly pulling rank is the right approach here!

If Max were the PC in this little exchange – say Max let an important prisoner go (or die) and is trying to avoid the worst of Graf Erich's wrath – things would go as follows. Max is forced to use his Fel score of 28, with a -15 penalty for the difference in class. Lacking in Charm and Wit (for which Jailers are seldom noted), he falls back on Blather, which gives him the usual +10. This gives him a total of $28-15+10=23$. His excuse had better be a good one!

Equal Footing

When dealing with people inside one's own class, one's *standing* comes into play. Standing represents the fine distinctions which people make among those of their own class. Note that standing is defined by a dice roll – not all characters in a certain career will have the same standing. A back-alley cobbler will be lower down the ladder than the shoemaker to the Duke, for instance, even though they share the same trade.

When a character deals with another character of the same class, standing is a bonus modifier to all Fel tests, in addition to the effects of any relevant skills.

For example: Hans the pavement artist is trying to persuade Jurgen the Watchman not to arrest him for loitering, vagrancy and defacing council property (namely, one three-yard stretch of public thoroughfare). Both are lower class (D). Hans has a Fel score of 48, which has served him well in the past, and he is one of the better-known pavement artists in the city with a standing of 9. He has no relevant skills, so his test is 57 – a better than even chance.

CHANGING CAREERS

When a character changes careers, his class and standing immediately become those shown for the new career.



ILLEGAL CAREERS

Some careers are overtly criminal – eg Thief, Fence, Footpad and Counterfieter, for instance. In these cases, it is assumed that the character does not publicise his career outside the criminal fraternity.

If a character's criminal career is discovered, all tests are made with an *additional* modifier of up to +/-30. The GM must decide the precise value of the modifier, according to the NPC's attitude to the law and crime. Thus, for example, a known thief might suffer a -30 modifier when dealing with a magistrate, -10 with a watchman, +10 with a beggar and +30 with a fellow thief.

BLUFFS AND DISGUISES

Characters may occasionally use skills such as *Acting*, *Disguise* and *Mimic* in an attempt to make themselves seem to belong to a different social class. Treat this as a *bluff*, and determine success normally, using the normal rules. *Etiquette* skill gives a +10 bonus to the *bluff* test, but *only* if the character is trying to imitate a noble (class A) or a professional (class B).

If the bluff is successful, the character uses the class and standing of the career he is imitating until he decides to let the bluff drop.

At the GM's option, it might be necessary to repeat the test every day for a long-running deception, or every time the character is faced with a new NPC of the social class he is trying to imitate.

If the bluff is unsuccessful, the character suffers a -20 modifier to all further dealings with the NPCs he has unsuccessfully tried to deceive, and loses any option to use *Ld* in place of *Fel*.

The Bravest of the Brave

Standing points can be handed out at the end of an adventure in a similar way as Fate Points. At the GM's discretion, adventurers can gain D4 standing points permanently for acts of *public* bravery or service – slaughtering a nest of Beastmen or exposing the cruel behaviour of the local squire, for example, are acts that will increase an adventurer's worth in the eyes of the community. Doing this sort of thing without anyone noticing gains PCs no standing at all.

CHAIN OF COMMAND

These social level rules are not used if a character is in a formal, direct chain of command with the NPC he's dealing with – this applies to a PC Mercenary Captain dealing with an NPC Mercenary under his own command, for example. In such cases, the normal *Leadership* rules apply. Note, however, that the chain of command must be *direct* – a Mercenary Captain is need *not* be in a direct chain of command above another Captain's troopers!



Socially Mobile Careers

Some careers are marked with an S on the *Careers Table*, indicating that they may be associated with a higher class than that shown under certain circumstances. Characters who move to a type S career from a higher-class career automatically retain the higher class; those who move from a lower-class career do not.

In other cases, the GM must judge whether a character should be placed in the upper or lower class.

Optional Rule: Familiarity

NPCs who have known a character *before* a career change in which his class altered will take this past familiarity into account in their dealings with the character. The NPC rolls a D10, and the result is used as a further modifier to the PC's *Fel* or *Ld* test – either positive or negative as the GM deems appropriate.

If a character has made a career change which affected his standing but not his social class, *then* NPCs of the *same* social class who knew the character before the career change roll a D6, and use the result as a modifier in the same way.



CULT MODIFIERS

These modifiers are used when a character from a type C career interacts with another type C character. The use of these modifiers may be extended to include devout but non-priestly followers of a deity. Cult modifiers reflect the attitudes of the two cults to each other, and the effect this has on the characters' dealings.

The Two Great Families

The Old World pantheon consists of two divine families, and a few other deities. The first family, sometimes known as 'the town gods' or 'the southern gods', consists of Mórr, Verena and their daughters Shallya and Myrmidia.

The second, known as 'the country gods' or 'the northern gods' consists of Taal, Rhya, their son Manann and Taal's brother Uiric. Generally speaking, followers of one of these deities are well-disposed towards followers of related deities, as well as maintaining a fairly positive attitude towards the other neutral deities of the Old World.

Ranald

The cult of Ranald occupies a unique position in the Old World, in that it is on both sides of the law at the same time. Displaying the symbol of Ranald or engaging in acts of worship to him are not in themselves illegal, but they can sometimes arouse suspicion.

Most of the other Old World cults are distrustful of followers of Ranald; the town gods especially so, since towns are where his followers are most active. According to legend, Ranald was born a mortal, and gained immortality by tricking the soft-hearted Shallya; her family has never quite forgiven him for this, and followers of the town gods are more distrustful than most.

Sigmar

While Sigmar Heldenhammer is a major deity within The Empire, he is seldom worshipped outside it, and then only in enclaves of expatriate Imperial citizens. Marienburg is one of the rare cities outside The Empire to have a large temple to Sigmar. Within The Empire, most Old World cults are on friendly terms with that of Sigmar; elsewhere, their attitude is more neutral.

The Old Faith

Relations between the Old Faith and the other Old World cults are friendly, if a little reserved. They do not involve themselves closely with each other, but maintain a respectful distance which is acceptable to both sides.

Kháine

The worship of Kháine, Lord of Murder, is illegal throughout the Old World, and his followers are regarded with as much distaste as the minions of Chaos. In fact, some Imperial theologians have gone so far as to suggest that, despite indications to the contrary in the myths and legends surrounding the cult of Mórr, Kháine is no more than an aspect or avatar of foul Khorne, the Blood-God.

Dwarven Deities

The Human cults of the Old World are on generally friendly terms with those dwarven cults which have a presence in the Human lands. Grungni is the most common of these. As with the Old Faith, relations are reserved but basically friendly.

Elven Deities

Like the Dwarfs, those Elves who have decided to live among Humans have frequently brought their deities with them. The most widespread Elven cult in Human lands is that of Liadriel, which coexists with its Human neighbours peacefully. The minor elven cults are certainly less well-known, and generally treated with a little more reserve because they are unfamiliar.

Halfling Deities

The only Halfling cult which appears to be at all widespread in the Old World is that of Esmeralda. Like almost all Halflings, her priesthood are friendly and open, and get on reasonably well with the priesthoods of most Human deities. The racial divide is never completely bridged, but relations are generally friendly.

The Powers of Chaos

The worship of Chaos is outlawed on pain of death throughout the Old World, and the Chaos Powers and their minions are held in abiding hatred by the cults of the Old World's neutral deities.



The Powers of Law

The Powers of Law are regarded with a degree of uncomfortable mistrust by most Old Worlders, and the Old World's priesthood is no exception. While there is nothing illegal – and indeed, much to be praised – about the precepts of the various cults of Law, their extreme philosophy and disdain for others does not often sit well among the essentially neutral people of the Old World.

The only Power of Law who is at all well-known in the Old World is Solkan the Avenger, who is a popular patron for Witch-hunters. The cult of Solkan is feared by many, and none of the other cults of the Old World can be said to be cordial towards its devotees.

Inter-cult Hatred

The proscribed cults – those of Khaine and the Chaos Powers – are regarded with bitter hatred by the priesthood of the Old World, an attitude which they return. When a character is dealing with another whom he knows to be a follower of a hated cult, tests are modified by -20. If the character is known to be a priest of a hated cult, the modifier rises to -40.

Geographical Differences

Attitudes vary slightly from place to place. Here is a summary of important variations:

Manann and Handrich increase in popularity by one step in the Wasteland.

Sigmar increases in popularity by one step in The Empire, except to followers of Ulric whose attitude becomes *distrustful*. Non-devout Human characters in The Empire favour the cult.



Ulric increases in popularity by one step in Middenheim, except to followers of Sigmar whose attitude becomes *distrustful*. In Estalia and Tilea, his popularity decreases by one step; in Norsca, it increases by one step and other Human cults never have less than a *neutral* attitude.

CULT RELATIONS TABLE

This table summarises the relationships between the various cults of the Old World.

Cult	Country	Town	Ranald	Attitude to: Sigmar	Dwarven	Elven	Halfling
Country	P	F	D	N	R	R	R
Town	F	P	D	N	R	R	R
Ranald	N	N	P	N	R	R	R
Sigmar	F	F	D	P	R	R	R
Dwarven	R	R	D	R	P	D	N
Elven	R	R	R	R	D	P	F
Halfling	F	R	D	F	F	F	P

P Preferred. +15 to Fel/Ld tests when dealing with members of this cult, +20 when dealing with a member of one's own cult.

F Favourable. +10 to Fel/Ld tests when dealing with members of this cult.

R Reserved. +5 to Fel/Ld tests when dealing with members of this cult.

N Neutral. No modifier.

D Distrustful. -10 to Fel/Ld tests when dealing with members of this cult.

Myrmidia increases in popularity by one step in Tilea and Estalia, except to followers of Ulric.

INTIMIDATION

Some careers are marked with an F on the *Careers Table*, indicating that they tend to inspire unease, distrust or fear in others. Type F characters are able to *intimidate* others, using fear rather than persuasion to get others to do what they want.

When the player states that the character is using intimidation, all tests are made on Ld and no Fel related skills have any effect. However, the character gains a +10 modifier to Ld tests reflect his ability to intimidate others.

This rule does not apply to dealings with other type F characters. In this case Fel tests are made for dealings between characters in the same *career* with Fel-based modifiers as appropriate. Fel-based modifiers are not used between characters in different careers, although Fel tests are still made.

HIGH LIVING AND LOW LIFE

A character may try to gain some of the benefits of an elevated rank simply by living in appropriate manner. If a carpenter can afford to live as well as a merchant prince, he may sometimes be taken for one, while a lawyer who lives like a rat-catcher will be looked down upon by his fellows. In any case, almost everyone has certain appearances to keep up...

The Skids

The WFRP rulebook states that 7/- per day is the minimum cost of an acceptable standard of living. Anyone spending less than 7/- per day on food is clearly on the decline and his 'friends' start to desert him - he loses one standing point per day. When his standing reaches zero he drops a class and starts again with D4 standing points in the new, lower class.

Anyone who ends up in class D with zero standing must immediately switch to the career of Beggar - gaining a temporarily *negative* experience point total if he lacks sufficient experience points for a career change. All subsequent experience points must be spent to 'pay off the debt' before the character can switch to another career (assuming that he has the experience to spend on a second career change).

In addition, any character in class A (or pretending to be Class A!) should spend 7/- per day *per standing point* or suffer the consequences outlined above, rather than just 7/- per day. This makes life at the top very, very expensive, but that's price of having everybody look up to you.

The High Life

A character who lashes out on a conspicuously lavish, riotous or simply disgustingly excessive lifestyle may

increase his social position by doing so. Riotous living costs a number of Crowns (or equivalent, such as Guilders) per day equal to the characters standing. A character who spends this much on food and drink *for himself* in a day gains 1 standing point for a week thereafter. If his standing is increased to 20 by this means he moves up a class, starting with D4 standing points in the new class.

Note that standing points gained by high living are temporary, and wear off after a week. This means that no character can gain more than 8 standing points by high living, and that the standard of living must be maintained at further expense if the character's standing is not to sink gradually back to its original level.

There's little point in noblemen indulging in this sort of excess, but for those who wish to do so, noble characters must pay through the nose! Excessive living for the high and mighty costs a number of Crowns (or equivalent, such as Guilders) per day equal to the *square* of the characters standing.

For example, Baroness Ludmilla (standing 10) decides that she needs a little more standing to upstage the other ladies of the Middenheim court. She spends all week on conspicuous - in her case disgustingly excessive! - living. This costs her $10 \times 10 = 100$ Crowns per day, or 800 Crowns for the week. This gains her one standing point per day; during the next week her standing is temporarily raised to 18. Some people have more money than sense...

□ Graeme Davis with Mike Brunton



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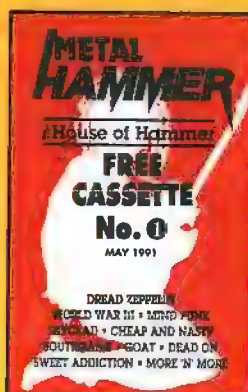
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ALAITOC CRAFTWORLD ELDAR ARMY

BY ANDY CHAMBERS

Here at Games Workshop we've recently completed the first 2000 points of our Eldar Craftworld army. I chose the army myself and designed it to be fielded as a complete 1000, 1500 or 2000 point force by selecting a basic 1000 point core with two 500 hundred point add-on blocks. Although we're still working on the army and will be adding more units over the coming months, we thought you'd like to see what we've got so far.

When I picked the army I actually tried picking two different forces, one with an Avatar and one without. I found that the force with the Avatar was excessively dominated by him (as you would expect!) because he gobbled up so many points.

I could see that in battles the Avatar would be wasted unless the Craftworld was up against Daemons or something similar

— otherwise the Avatar could only wander around and hopelessly outclass a handful of opponents in close combat. In the end the Avatar was shelved for a rainy day and the force designed to soldier on without him.

I wanted to see a lot of Aspect Warriors in the force, if I could, preferably covering as many of the different Aspects as possible. I also envisaged a supporting contingent of Guardians and Warlocks. In the end the initial 1000 points included a Dire Avengers squad and a Dark Reapers squad supported by four Guardian squads (including a Close Combat squad and a Battle squad), a Scatter Laser Support Team, a Dark Reaper Exarch and a Farseer.

The first 500 points comprised a Fire Dragons squad, a Fire Dragons Exarch, a Warlock and a Heavy Plasma Support Team. The second 500 points added a Howling Banshee squad, a Howling Banshee Exarch and a Swooping Hawks squad. All the Exarchs have Ancient Weapons and the Farseer and the Warlock have a couple of Warrior Powers each.

I was quite pleased with this arrangement of the force. It has a nice balance between personalities and line troops, it includes some close combat troops and support types — though I feel that perhaps the Guardian squads could be better armed with heavy weapons.

We decided to make the army a force from one of the less well-known Craftworlds, Alaitoc Craftworld. Ivan, Tim, Dale and Mike set about painting up the miniatures, coming up with a pleasing blue and yellow colour scheme for the Guardian squads and using the traditional Eldar schemes for the Aspect Warriors. We adopted the symbol of a sword for Alaitoc and gave the leader of each Guardian squad a back banner



Howling Banshees make a decisive charge into the Blood Angel's flank



At the climax of the battle between the Alaitoc Craftworld and the Genestealer Invasion Force, the Farseer is attacked by the Genestealer Patriarch – the Farseer lost!

depicting a stylised sword. Each Guardian squad leader also had a coloured streamer so we could tell the different squads apart – the same colour is used on the sashes of the other squad members so it's clear which squad they belong to.

Most of the squads have been painted quite basically just to get them to a state where they're usable in games. Personalities such as the Warlock, Farseer and Exarchs have been painted up to a much higher standard, as befits such important characters within the force.

Now that the troops have been completed for this initial 2000 point force, Mike is working his way back through the Guardian squads and finishing them off to a higher standard with a bit of drybrushing and ink washing, as well as adding individual touches to different squads.

So far our Alaitoc Craftworld army has been into combat against a force of Blood Angel Space Marines and a Genestealer Invasion Force. On their first outing under the command of Farseer Stillman against the Genestealers (commanded by me) the Aspect Warriors suffered badly under a combination of sniper fire and psychic attacks from the Hybrid Genestealers while bands of Purestrain Genestealers overran the Guardian squads on the flanks.

Although the Fire Dragons and Dire Avengers were stalwart to the end, the Guardian squads were decimated in short order and the flanks caved in. In a maelstrom of teeth and claws, Nigel found out the hard way that the Dark Reapers need to be well-protected and even Howling Banshees are no match for Purestrain Genestealers in close combat.

The Blood Angels proved to be a much more straightforward foe than the slippery Genestealers. After a good few turns in a stand-up firefight with each side giving as good as they got, the Space Marines were forced to withdraw after a well-timed Howling Banshee charge. The Howling Banshees, accompanied by their Exarch, completely wiped out one squad of Blood Angels with impressive ease and threatened to roll up the whole flank. With the Fire Dragons pressurising the centre as well, the Blood Angels withdrew before they were encircled and wiped out.

We intend gradually to increase the size of our Craftworld army in the future, probably with more 500 point blocks. Personally I favour some Jet Bikes next but an Avatar is still very tempting...

ALAITOC CRAFTWORLD ELDAR ARMY

This army list represents the current state of our Eldar army and is split into a basic 1000 points plus two additional 500 point blocks. Each Eldar Craftworld force differs from its neighbours in various details but at this early stage in collecting our army, when we've only really got the basic core units, the Alaitoc Craftworld is typical of most Craftworld armies.

As we continue to build up the army, we'll be bringing you more details in forthcoming White Dwarfs. We'll be using our Eldar army in a number of Warhammer 40,000 games against various enemy forces and we'll give you battle reports on the most interesting. So you can look forward to hearing more about the Alaitoc Craftworld.

Farseer 150 pts
Witch Blade, Farseer Powers: Battle Fate, Doom

Dire Avengers Aspect Warrior Squad 160 pts

Dark Reapers Aspect Warrior Squad 210 pts

Dark Reapers Exarch 105 pts

Ancient Weapon: Web of Skulls, Warrior Power: Fast Shot

Guardian Battle Squad 100 pts
Leader with Shuriken Pistol and Chainsword

Guardian Squad 70 pts
Leader with Shuriken Pistol and Lasipistol, one Guardian carrying a Melta Gun

Guardian Squad 70 pts
Leader with Shuriken Pistol and Chainsword, one Guardian carrying a Melta Gun

Guardian Close Combat Squad 70 pts
Leader with Power Glove and Power Sword

Eldar Support Team (Scatter Laser) 60 pts

TOTAL SO FAR 995 PTS

Warlock 150 pts
Force Staff, Warlock Powers: Guide, Strike

Fire Dragons Aspect Warrior Squad 160 pts

Fire Dragons Exarch 105 pts
Ancient Weapon: Fire Pike, Warrior Power: Defend

Eldar Support Team (Heavy Plasma Gun) 80 pts

Additional Guardian Standard Bearer for 1 squad 10 pts

TOTAL SO FAR 1500 PTS

Swooping Hawks Aspect Warrior Squad 210 pts

Howling Banshees Aspect Warrior Squad 180 pts

Howling Banshees Exarch 105 pts

Power Axe and Lasipistol, Warrior Power: Mighty Strike

ARMY TOTAL 1995 PTS

PAINTING THE ALAITOC CRAFTWORLD ARMY

BY MIKE McVEY



Note the purple streamer and sashes that identify this squad.



This squad is identified by their yellow sashes and streamer. Like the squad above, one of the troops is carrying a melta-gun in place of his lasgun.



Guardian Battle squad – battle squads are armed with shuriken catapults rather than lasguns. The choice of red sash and streamer is arbitrary – there's no link between squad type and colour. This squad could just as easily have had white sashes and the close combat squad red sashes – it doesn't matter what the colours are as long as each squad has a different colour.



Close combat squad – this squad is armed with power swords in place of lasguns – close combat squads can also be armed with a pair of laspistols.

ALAITOC GUARDIAN SQUADS

The four Guardian squads from our Eldar army were painted in two stages. To start with, they were simply given a white undercoat and then each area was given a base coat of an appropriate colour. This blocked out the essentials of the uniform scheme – blue armour and yellow helmets.

At this stage, they were ready to be fielded in the army's first battle – the fight against the Genestealer Invasion Force that Andy described earlier in the article. Since then, we've taken them further by adding ink washes, highlights, and some small details of difference between the squads.

We find this method of getting the basic colours in place and then going back to work on units when time allows is the best way for assembling an army. It means that we can play games of Warhammer 40,000 with our painted miniatures fairly quickly, and then take time to improve on them later.

BASIC UNIFORM COLOURS

Assembly: these models have plastic arms and weapons so we can get a variety of poses in each squad. The arms and weapons are glued to the metal body with superglue. Once the glue's dry, the models are undercoated with white paint, best done by spraying whole units using a can of matt white primer from a car accessories shop.

Mesh Armour: there are two parts to the Guardian's mesh armour – the flexible armour plates and the undercoat of chainmail. The armour plates are Enchanted Blue. The chainmail is a base coat of thinned-down Moody Blue, drybrushed with Mithril Silver (drybrushing is a light action with almost no paint left on the brush that's brilliant for picking out the details on textured surfaces). The reason we've used Moody Blue as a base coat, rather than the usual black, is to give a cleaner metallic appearance to the armour.

Helmets: these are simply painted Bad Moon Yellow. The mouth and neck vents are Chaos Black and the eyes are Go Fasta Red.

Weapons: these are a mix of Chainmail and Mithril Silver over a Moody Blue base coat. Again, we've used Moody Blue rather than black to give a good metallic feel. Barrels are painted with Bad Moon Yellow.

Flesh: for those Guardians without helmets, we used Bleached Bone as a base coat for the flesh areas.

Sashes: each squad is distinguished from the others by the colour of its sash. This colour is used by the Guardian squads as their identification marking and matches the streamer attached to the squad leader's banner. Our four squads' sash colours are Go Fasta Red, Fire Dragon Crimson, Bad Moon Yellow and Skull White.

Banners: the banner poles are simply made from a pin. We drilled a small hole just behind the leader's head and superglued the pin in place. The banners are painted on to paper with a Bad Moon Yellow background, Go Fasta Red edging and Chaos Black sword – the sword is the Alaitoc Craftworld symbol.

The streamers are painted in the same colours as the sashes – so each squad leader clearly identifies his squad on the tabletop. Both banners and streamers were twisted round a paintbrush handle before being glued onto the banner pole – this curls them as if they're blowing in the wind.

Bases: to get a rough textured surface for our bases we first paint on PVA glue (white thickish woodworking glue that you buy in tins) and then dip the base of the model into fine sand. Once the glue's dry, shake off the excess sand. The whole base is painted Goblin Green and then the top is lightly drybrushed with a mix of Bilious Green and Sunburst Yellow.

ADDING MORE DETAIL

With the basic colour schemes in place, the models were ready for gaming. Since we first started using them, we've added more details. Generally speaking, you'll want to add ink washes and highlights to your units at some point, but it's actually perfectly OK to use them for as long as you like with just the basic uniforms painted.

Ink Wash: an ink wash deepens and enriches the base colour. It also flows into the depressions on the models and therefore creates areas of shadow – this is quicker and easier than shading these areas separately. For the armour we used Blue Ink and for the flesh tones we used Chestnut Ink. The weapons and helmets don't need any ink washes.

Once the washes were dry, we touched up the armour plates with Enchanted Blue to neaten the effect and provide a good contrast between shadow and surface areas.

Highlights: highlights are lighter tones of the base colour that are painted on areas where the light would naturally catch. Look at some clothes across the room from you. You'll notice that some areas are much darker (the shadow areas we create using ink washes) and others much lighter, almost white at the edges.

Highlights are created by mixing Skull White with the base colour. You can add a number of highlight coats if you want, gradually building up to pure white. For units of models, we usually stick to one or two highlights, starting with a mix of the base coat and white and then mixing more white in for the second coat. For character models we

often use several highlight stages to get a more subtle blended effect – this takes too long with whole units and the subtlety of the effect tends to be lost on a larger mass of troops.

With the Guardian squads, we mixed Enchanted Blue and Skull White to highlight the armour. This was painted on in small quantities on the top edges of the armour plates where the light would catch the armour. For a few of the plates, where we wanted the lightest highlights, we used a second coat with more white in the mix and painted it sparingly onto the very edges of the plates.

The helmets were highlighted by adding white to the base colour of Bad Moon Yellow. Here we kept the highlights to the facial area (which helps to provide contrast for the mouth and eyes) and the tops of the helmets. One quick coat was enough for the helmets.

The edges of gun barrels and the flanges on shuriken catapults were highlighted with the same mix as the helmets.



Details: the crystals set into the front of each Guardian's armour are painted with Go Fasta Red over a base coat of white. Once the red's dry, a small dot of white added to the top of the crystal gives it the appearance of sparkling in the light.

We've also added individual touches to some of the squads. The squad with the yellow sash and streamer, for example, has a black tiger-stripe pattern on its helmets and thin black wavy lines running up the barrels of its lasguns. The squad identified by the purple sash and streamer also has striped lasgun barrels, but these stripes run around the barrel in a tiger-stripe pattern.

SUPPORT TEAMS

The Support Teams are painted using the same basic colours and techniques as the Guardian squads. These colours are repeated on the scatter laser and heavy plasma gun mobile platforms with the Alaitoc Craftworld sword symbol prominently displayed on the shielding and base of the mobile platform.

The only additional colours are for their leather cloaks and jackets. These are painted with a base coat of Snakebite Leather and given a wash of Brown Ink. The light brown facings on some of the cloaks are painted with a base of Bleached Bone, again with a wash of Brown Ink.



The Support Teams use the same colours as the Guardian squads on both their uniforms and the weapons – this helps to give the army a unified appearance.



Dire Avengers Squad. The Dire Avengers cultivate the Aspect of the Eldar War God as embodiment of the noble warrior – merciless to his enemies and unstinting in his devotion to his own people. They are armed with the deadly shuriken catapult, the weapon which most readily characterises the Eldar at war.



Fire Dragons Squad. The Fire Dragons' style of dress and warfare emulates the mythical beast that gives them their name. Even their heavy armour is distinctively knobby and has a rather reptilian look to it. They are armed with devastating melta-guns whose smoking nozzles and searing beams of heat make them look even more like Dragons.



Howling Banshees Squad. Howling Banshees are the most lightly equipped of all the Aspect Warriors. They are swift and highly mobile troops and are most effective when fighting at close quarters. They derive their name from the Banshee masks which they wear – these contain a sonic amplifier which intensifies their screaming battle cry to a piercing shriek.



Swooping Hawks Squad. These warriors wear a special winged harness which enables them to fly through the air. Their Hawk Armour and much of their equipment is made from a cellular material full of tiny air-pockets, like the bones of birds. One of their favourite tactics is to drop grenades from special launcher packs as they fly over enemy units.

ASPECT WARRIOR SQUADS

Eldar Guardian squads are drawn from all the people of an Eldar Craftworld. Every Eldar is trained to fight as part of the Craftworld's Guardian force and in times of emergency the entire population can be mobilised. Some Eldar, however, are more closely associated with the ways of war.

Aspect Warriors are those Eldar who are currently following one of the Warrior Paths, devoting this part of their lives to the perfection of combat skills. Each Aspect Warrior follows one of the many aspects of the Bloody-Handed God, Kaela Mensha Khaine, the Eldar War God. Each Aspect exemplifies one of the Bloody-Handed God's many facets and is ritualised in the form of strictly-defined traditional styles of armour and combat that have remained unchanged for millennia.

The uniform schemes for Guardian squads are unique to their Craftworld – each Craftworld has its own colours and patterns. The uniforms of many Aspect Warriors, on the other hand, are common to all the Craftworlds. They share the same heritage which defines the Aspect Warrior colour schemes.

The five Aspect Warrior squads in our Alaitoc Craftworld army are following Aspects which are common to almost all Craftworlds. The paint schemes we've used for them are typical of these Aspect's traditional colours. Other Craftworlds' Aspect Warriors, and even other squads from Alaitoc Craftworld, will have variations of these basic colour schemes, but the general theme of each Aspect is always the same.

For example, all Fire Dragons wear armour that is predominantly orange, red or crimson, the colours of flame. All Dark Reapers' armour is the deep blue of the night. Howling Banshee armour is the colour of bone and so forth. Within these overall schemes, secondary colours and details may vary widely from Craftworld to Craftworld and from squad to squad.

When you're painting your own Aspect Warrior squads, keep to the traditional basic colours for each Aspect but feel free to introduce as many minor variations as you want to distinguish your squad.

The basic techniques we've already covered for the Guardian squads also apply to the Aspect Warriors, so we'll just comment on the paints we've used and any special techniques.

When you look at the photos of the squads, you'll notice that some are painted to a further stage than others. This is a good example of our technique of getting the basic colour schemes on the miniatures as soon as we can and then working them up to a higher standard once we've got time.

None of the units are painted to the same level of detail as the character models described next, but they still look great. For example, look at the Howling Banshees to see how even fairly quick and simple painting can produce an appealing and exciting unit.

PAINTING THE ASPECT WARRIORS

Dire Avengers: this Aspect has predominantly blue armour, often with contrasting yellow and white details. We've used Ultramarine Blue for the armour with a Blue Ink wash, Skull White for the helmet, Bad Moon Yellow for the pads and crest and a combination of Shining Gold and Chainmail on the shuriken catapult.

Fire Dragons: Fire Dragons wear the colours of fire – orange, red and crimson armour, with details in these colours plus yellow. We've used Fire Dragon Crimson for the armour with a Purple Ink wash, Bad Moon Yellow for the helmet and melta-gun, with Go Fast Red for armour plates and gun barrel.

Howling Banshees: the colours of bone are the main theme for this Aspect. We first painted all the armour areas with a coat of Orc Brown followed by a wash of Brown Ink. This gave us a good background colour from which we could pick out the armour plates. It was much easier and quicker to paint the whole body and then go over it to pick out the plates than try and keep the background colour to the undersuit areas.

Once the base coat was dry, we used Bleached Bone on all the armour plates to get a pleasing contrast between these and the darker undersuit.

The hair is Blood Angel Orange washed with Brown and Orange Ink. The helmet and loin cloth is Woodland Green. Weapons are Chaos Black drybrushed with a Chainmail and Mithril Silver mix (sword hilt and laspistol) and Shining Gold (sword blade). The laspistol barrel is Go Fasta Red.

The streamers flying from the hilts of the power swords are thin strips of paper that were painted Go Fasta Red, cut out, and wrapped around the handle of a paintbrush to curl them before they were glued in place.



Dark Reaper Squad. Dark Reapers are the most heavily equipped of all Aspect Warriors. Their armour is made from heavy interlocked plates with characteristic heavy armoured boots. These provide extra stability for firing the missile launcher that Dark Reapers carry.

Swooping Hawks: this Aspect uses a combination of blues and greys, often mixed together to get the colour of an ashen sky. The two rows of wing feathers are always different colours – the outer row may have feathers in two alternating colours. Details are often in yellow and turquoise-blue.

For the various parts of our models we've used Elf Grey with a thin Black Ink wash, Swooping Hawk Blue with a Turquoise Ink wash, Bad Moon Yellow with a thin wash of Yellow and Orange Inks, and Go Fasta Red with a Red Ink wash.

The curled banners hanging from the lasguns were made in the same way as the Swooping Hawks' streamers. We've painted hawk's head symbols on the banners but if you're a less experienced painter you might find it easier to leave these off or use a simpler geometric symbol – an Eldar rune would be perfect.

Dark Reapers: the colours of night, black and dark blue, are used by these Warriors, often with contrasting areas in light bone colours or blood red. We first painted the body armour Chaos Black and then, when it was dry, went over the armour plates with Moody Blue, leaving the undersuit black. The helmet and gun are Blood Angel Orange washed with Red Ink. The face plate and gun are Bleached Bone washed with Chestnut Ink.

Banners: these have been painted onto paper and then cut out and glued to pins. Each pin was glued into a small hole drilled into the back of the model just behind the helmet.

Bases: these are exactly the same as the Guardian's bases.

ASPECT WARRIORS AND THE ELДАР PATH

Eldar enjoy a naturally long lifespan and can live for a thousand years or more. During this time, they pass through a series of distinct lifestyles, dramatically changing their social role at intervals. For example, an Eldar might be a technician for a few decades before he becomes a warrior, following which he might become a galactic trader or colonist. Each role does not replace those that went before but adds to the Eldar's experience. This process is known as the Eldar Path.

By concentrating on only one facet of their complex and overwhelming character at a time, the Eldar are free to explore that area in depth without distraction. As total awareness of each facet is achieved, the Eldar move to another, thus building a deeper understanding of the universe and their own capabilities.

One of the most demanding of all roles is that of the Warrior – the Warrior Path as this facet is called. An Eldar who embarks upon the Warrior Path chooses one of the many different Warrior Aspects, each of which is characterised by a different school of martial combat, distinctive armour, special weapons and tactics.

In order to counter-balance his life as a fighter, the Aspect Warrior deliberately continues to cultivate the opposite side of his nature. Thus Aspect Warriors form a community of practising artists, poets, orators, dancers and musicians. To separate his fighting self from his true self, he carefully cultivates a distinct warrior personality, embodied within the armoured fighting suit of the Aspect Warrior. Only when he wears the suit does he become an Aspect of the Bloody-Handed God – the terrible destructive impulse of the Eldar psyche.

The donning of the war suit is an act of special significance because it symbolises the sharp division between the Eldar in normal life and the same Eldar as an Aspect Warrior. It takes several hours to perform the ancient ceremonies designed to enable the Warrior to put his own personality aside and adopt an Aspect of the War God. In his guise of Aspect Warrior he feels no guilt, remorse or pity. It is as if he were another person entirely while he wears the masked suit. When he puts the suit aside and returns to his normal life he does so in the knowledge that no matter what violent or murderous things he has done, he remains untainted by them.



Burning Spear – Fire Dragon Exarch



Bloodsong – Howling Banshee Exarch



Skull-Taker – Dark Reaper Exarch

CHARACTER MODELS

Our Craftworld army includes five character models at the moment: three Exarchs, a Warlock and a Farseer. Because these are important models in the army, we've gone to a lot more effort in painting them. It's not appropriate to paint every model in all the squads to your best standard – it would take forever to get your army finished. But character models really give you a chance to show off your painting skills.

As with all our miniatures, we start these models off with just a basic paint scheme that blocks in the main areas of colour. This gets them ready to field in a Warhammer 40,000 game as quickly as possible. We then spend more time building up shadows and highlights and painting in the fine details.

You'll notice that we tend to use a lot of different colours on the character models. For the squads we restrict ourselves to half a dozen basic colours so there's not too much swapping between paints, cleaning brushes and so forth. We also paint the whole squad at once. We start by doing the red areas on all five models, say, and then the yellow areas on all five, and so forth. With character models, we concentrate on painting one model at a time, using a wider range of colours, with more stages of blending and more intermediate shades.

It's up to you how much time and attention you spend on characters. Even if you're a less experienced painter, you'll find that an extra hour or two on each character repays you with models that stand out from the squads they lead. When you become more experienced, you'll probably want to lavish real care and attention on a few key characters that will be the focal points of the army as a whole.

FIRE DRAGON EXARCH

For the Fire Dragon Exarch we've taken the traditional flaming colours of this Aspect a stage further. The Exarch Armour changes colour from red at the feet to orange and then to yellow at the top, representing the changing colours of flames in a fire.

The paints used were Go Fasta Red, Blood Angel Orange and Bad Moon Yellow. To get this graduated effect, you layer

successive coats of lighter and lighter tones as you move up the model. So at the feet the model is painted with pure Go Fasta Red and at the top with pure Bad Moon Yellow. In between we've started by mixing Blood Angel Orange with the Go Fasta Red, gradually increasing the amount of orange and reducing the amount of red. When it gets to pure Blood Angel Orange around the middle of the model, we start adding more and more Bad Moon Yellow until there's no orange left in the mix at all.

You can paint graduated tones like this with as many different stages as you like – the more intermediate stages you mix, the more subtle the change in colour but the longer it'll take you to paint the model.

The helmet and fire pike (a form of long ranged melta-gun) are painted with a base of Chaos Black over which there's a coat of Shining Gold. We've given the gold a wash of Chestnut Ink to get a deeper colour and then added highlights using more Shining Gold.

The gems and armour details have been painted using the same colours as the armour but with the yellows and oranges used on the lower parts of the body and the reds on the upper parts to get a good contrast with the armour. Small dabs of Skull White at the top of the gems give a sparkling effect.

The Exarch's back banner has been painted on paper and then glued to a banner pole made from 1mm thick brass wire (available from most modelling shops). We couldn't use a pin like we have for the squad banners because we wanted the Exarch to have a larger, more imposing back banner suitable to his status and therefore needed a longer banner pole. As with the other banners, the banner pole is glued into a hole drilled into the back of the model.

HOWLING BANSHEE EXARCH

The armour worn by Exarchs is ancient, passed down from Exarch to Exarch in a direct line from the original hero who wore the armour and whose name the Exarch adopts when he puts on the suit. Although it resembles the traditional armour of the Exarch's Warrior Aspect, the armour was crafted many hundreds or thousands of years ago and it differs from Aspect

Warrior armour in many details. The armour has also been personalised by each Exarch over the millennia and may now be quite different in its colours to the traditional stylised colours of the Aspect Warriors themselves.

This means that you've got a fairly free hand in deciding what colours to paint Exarch Armour. We like to keep some thematic link between Exarchs and their Warrior Aspect schemes. The Fire Dragon Exarch, as we've seen, is a variant of the traditional flame colouring. The Howling Banshee Exarch is roughly a reversal of the colours used by the Aspect Warriors. Where they have bone-coloured armour and red hair, the Exarch has red armour and white hair.

The armour is a base colour of Go Fasta Red over which we painted a deep maroon ink wash made by mixing Red and Black Inks. This has been highlighted in several stages with a mix of Blood Angel Orange, Bad Moon Yellow and Skull White. The highlights build up from the orangey colour to yellow and then to pure white on the very edges of the armour plates. Like the graduated armour of the Fire Dragon Exarch, you can highlight in as many stages as you like depending on how subtle a blending you want to achieve.

Finally the armour has been given an ink glaze with a thinned-down mix of Red and Yellow Inks. This helps blend the highlights together but is thin enough to let the white edges shine through.

The Exarch's helmet, holster and gloves have been given a base coat of Chaos Black, highlighted with a mix of Moody Blue, Space Wolf Grey and Skull White.

The hair is a base of Elf Grey with highlights of Skull White. The grey remains in the gaps between the strands of hair to give the effect of shadows.

The Exarch's power axe has a Bleached Bone handle with a thin wash of Chestnut Ink. The axe-head is Shining Gold painted over a base coat of Chaos Black – the same colour has been used for the laspistol.

DARK REAPER EXARCH

Like the Howling Banshee Exarch, the Dark Reaper Exarch's scheme is based on a reversal of the Aspect Warrior colours. Where they've got dark black-blue armour with red details, the Exarch's got light bone-coloured armour with red details.

The base colour for the Exarch Armour is Bleached Bone. This has been given a wash of Chestnut Ink which pools between the armour plates to create shadows. The armour was

then highlighted with more Bleached Bone. This makes the armour plates stand out from the slightly-darker undersuit but is quite a subtle effect – compare it with the very much stronger contrast between the armour plates and undersuit of the Howling Banshee Aspect Warriors.

The Exarch's face plate, skull necklace, holster and Web of Skulls (a flail-like weapon that can also be thrown like a bolas) are all painted with a base coat of Go Fasta Red, a Red Ink wash and highlights of Blood Angel Orange.

The black areas on the long, hanging abdominal armour and on the laspistol were painted with Chaos Black and highlighted with a mix of Chaos Black and Skull White.

The rune on the front of the Exarch's helmet was painted using Chaos Black paint thinned with Black Ink. Diluting paint with ink like this allows it to flow more freely without weakening the colour. The rune was painted on using a fine brush (and a steady hand!).

The banner was drawn first and then painted in using the same range of bone colours and reds used on the armour. The banner pole is made of 1mm brass wire with a cross piece superglued at the top of the vertical pole. Filing a small semi-circular groove into the horizontal pole first gives the glue more surface to stick and makes the join stronger.

WARLOCK

The Warlock and the Farseer both give us a great chance to paint some fine detail such as Eldar runes. Some of these are already modelled onto the miniatures to make life easy for us – even if you don't feel confident enough to paint your own runes on, these are easy to pick out.

For the Warlock we've chosen a predominantly green and yellow colour scheme with quite a lot of red and gold details. There's no traditional colour schemes to work to with these two Seers so we can be as inventive as we like – the only thing to bear in mind is that they wear richly-decorated, luxurious clothes so our finished miniatures want to look quite splendid.

For the green areas of the Warlock's robe we've used a mixture of Marine Dark Blue and Salamander Green. The shading was done with Salamander Green and Woodland Green and the highlights with Woodland Green, Striking Scorpion Green and Bilious Green. We applied these colours by starting with the darkest colour and gradually adding coats of the lighter colours. The folds in the robe were left in the dark colours and the lighter colours worked up onto the raised

EXARCHS

Although Eldar accept that the Path of the Warrior is an essential part of their nature, the blood-drenched Aspect Warrior still evokes extreme feelings of horror and repugnance. If Aspect Warriors elicit such feelings, it is understood that they will one day enter another cycle and put aside the warrior's suit for the final time. But not all Eldar manage to pass beyond the Path of the Warrior. Some are unable to resist the passionate lure of battle and develop an unquenchable lust for blood-letting. They become trapped in their role, unable to escape from the Aspect of the War God they represent. These Eldar are called Exarchs.

Exarchs are held in awe because they single-mindedly pursue a side of their nature which most Eldar fear even to contemplate. On the other hand, they are pitied because they have deserted the Eldar Path with its promise of new experience and constant development in favour of a life of bloodshed and battle.

Most Exarchs cease to change their Warrior Aspect and become an Exarch of their final Warrior Aspect. A Fire Dragon Warrior may thus become a Fire Dragon Exarch, a Dire Avengers Warrior may become a Dire Avengers Exarch and so forth..

When he becomes an Exarch the Eldar assumes one of the ancient names which reflects his particular Aspect. For example, Horned Serpent, Gleaming Scale and Slicing Fang are all names which have been assumed by Fire Dragon Exarchs. Each name is particular to one Craftworld and only one Exarch can bear a given name at once. The name is associated with an ancient suit of Exarch Armour which the Exarch wears in battle. Only if the Exarch is killed can another Aspect Warrior take the same armoured suit and name. The Exarch's fighting suit is an elaborate and superior version of that worn by the ordinary members of his Warrior Aspect, preserving much ancient workmanship. Worked into the suit is a spirit stone containing the spirit of the very first hero to have worn the suit, the Eldar whose name all the subsequent Exarchs who wear the suit have perpetuated. When the Exarch enters the suit it is this spirit which merges with his own, adding its accumulated memories and experiences to his. This enables the Exarch to understand more about the ancient weaponry and armour he is using as well as giving him general knowledge about the distant times when the hero was alive.



Warlock



Farseer

areas. We end up with a whole range of greens from very dark green shadows to bright green highlights.

The yellow areas of the robe and the Warlock's helmet have a base of Bad Moon Yellow. This was given a wash of Yellow and Orange Inks and then highlighted with Bad Moon Yellow mixed with Skull White – the final highlights were a very light yellow colour, almost white.

The red mask and crest have a base coat of Go Fasta Red with a Red Ink wash. Highlights are a mix of Go Fasta Red, Bad Moon Yellow and Skull White, with more yellow than white being added for the later highlights.

The leather boots, straps and holster are a base of Tanned Leather for the lighter areas and Bestial Brown for the darker. A Brown Ink wash is then painted over with a mixture of browns for the highlights, finishing off with a light mix of Tanned Leather and Skull White.

The Warlock's Singing Spear and laspistol both started with a base of Chaos Black. The silver areas then had a coat of Chainmail highlighted with Mithril Silver. The gold areas had a coat of Shining Gold mixed with Blood Angel Orange, washed with Brown and Orange Inks to get a good deep tone and then highlighted with a mix of more gold and orange.

FARSEER

For the Farseer we've chosen a mix of blues, purples and reds – with all the gold details and trimming, this gives the Farseer a very rich, sumptuous appearance. We used the same techniques of blending the colours for shades and highlights as on the Warlock, so we'll just run through the paints used.

The robe is a base of Moody Blue with a Blue Ink wash. Highlights are Enchanted Blue gradually mixed up to Skull White. The purple cloak is a base of Fire Dragon Crimson with a Purple Ink wash and highlights of Fire Dragon Crimson lightened with Skull White.

For the helmet, sash and bracelets we used Go Fasta Red, washed with Red Ink and highlighted with Blood Angel Orange. The pouch, boots and belt are Snakebite Leather, highlighted with Spearstaff Brown to which a greater proportion of Bleached Bone was gradually added.

The gold areas are Shining Gold over a base of Chaos Black, washed with Yellow Ink and then highlighted with a mix of Shining Gold and Mithril Silver. For areas of fine detail like the Eldar rune on the Farseer's chest, it's best to build them up carefully with a limited amount of paint on your brush – this will prevent excess paint spilling over onto the background that you've already painted.

For the gems we used a base of Salamander Green. The bottom edge and one side were lightened with Striking Scorpion Green and a final sparkle added at the top with Skull White. The eye plates used a similar technique with a base of

SEERS, WARLOCKS AND FARSEERS

All Eldar are incredibly sensitive to psychic energies and can manipulate these energies to a certain extent. However, every Eldar fully realises the dangers of using psychic power without proper training and experience. Uncontrolled psychic emanations can attract Daemons and cause rifts in the warp through which malevolent forces move into the material universe. Because of this, most Eldar deliberately choose to suppress any psychic tendencies they have. Only Eldar who have passed through many stages of their Eldar Path are likely to feel sufficiently confident of their mastery over their own minds to develop their psychic power. These Eldar are known as Seers and they are said to follow the Path of the Seer or the Witch Path.

Every Seer explores his psychic potential in his own way. Some learn how to manipulate objects by kinetic forces, for example, and use these powers to create living symphonies of shape and movement. Some learn how to use empathic powers to heal or counsel others. The range of abilities is vast and will depend to a large extent on the roles already explored along the Eldar Path.

The vast majority of Seers are unable to develop their power in any militarily useful way and their powers are wholly restricted to peaceful or artistic purposes. However, Seers who have previously fought as Aspect Warriors can and do fight on the battlefield and are known as Warlocks. Because of their experiences as Aspect Warriors, they are able to develop combative psychic powers. Not all Seers who have been Aspect Warriors choose to develop this side of their nature – indeed, many Seers regard it as a potentially dangerous and unhealthy thing to do.

Warlocks wear Rune Armour consisting of breast plates, bangles and other ornaments made from wrathbone. These runic shapes are interwoven with spirit stones, creating an energised psychic field which protects the Warlock from harm.

After a number of years, Seers usually pass on to some other life to continue their exploration of the rich possibilities of the Eldar Path. However, a Seer can give up the endless cycle of the Eldar Path and instead become a Farseer. Once an Eldar becomes a Farseer he is trapped upon the Witch Path and unable to change his future role. He uses his remaining years to learn and explore more about psychic power. Farseers spend much of their time casting the Seer Runes and making endless calculations and prognostications, trying to guide the fortunes of the Craftworld and anticipate any future difficulties. Because the calculations of the Farseers may be based upon predicted events happening hundreds of years in the future, their immediate effect is rather hard to determine. However, the Eldar consider Farseers to be a vital part of their Craftworld, basing all of their political decisions around their predictions.

An Eldar army is sometimes accompanied by a single Farseer – more cannot be spared from guiding the future of the Craftworld. Their powers are greater even than those of the Warlocks but are mostly concentrated in casting the Seer Runes to determine courses of action which will be most fortunate for the army.

Moody Blue, Enchanted Blue added at the bottom and one side and highlights of Skull White. This technique makes it look like the gems are lit from the side so make sure you lighten the same edge of each gem and eye plate – it looks very confusing if the light seems to be coming from several directions at once! We chose the direction the Farseer is pointing as our source of light.

The runes on the cloak were painted in three stages: first in Chaos Black that had been thinned slightly with Black Ink to help it flow smoothly. When this was dry we overpainted the runes in Skull White leaving a thin stripe of black around the edges – this gives the runes an outline and is far easier than trying to paint a line on afterwards. Finally the white was overpainted with Bad Moon Yellow – with a white undercoat, the yellow is a lot brighter.

BANNERS

We've printed black and white copies of all the Guardian, Aspect Warrior and Exarch banners. You're welcome to photocopy these to paint and use on your own models.

Notice how the two Exarch banners are variations on the Aspect Warrior squad banners. The Fire Dragon Exarch banner has the same background colour, serrated edge and bright yellow flash as the squad banners. The Dark Reaper Exarch banner preserves the triangular shape and skull motif of the smaller Dark Reaper squad banners. This sort of thematic consistency helps unify the different parts of your army – it makes the connection between the Dark Reaper Exarch and the squad clear, for example, even though their paint schemes are quite distinct.

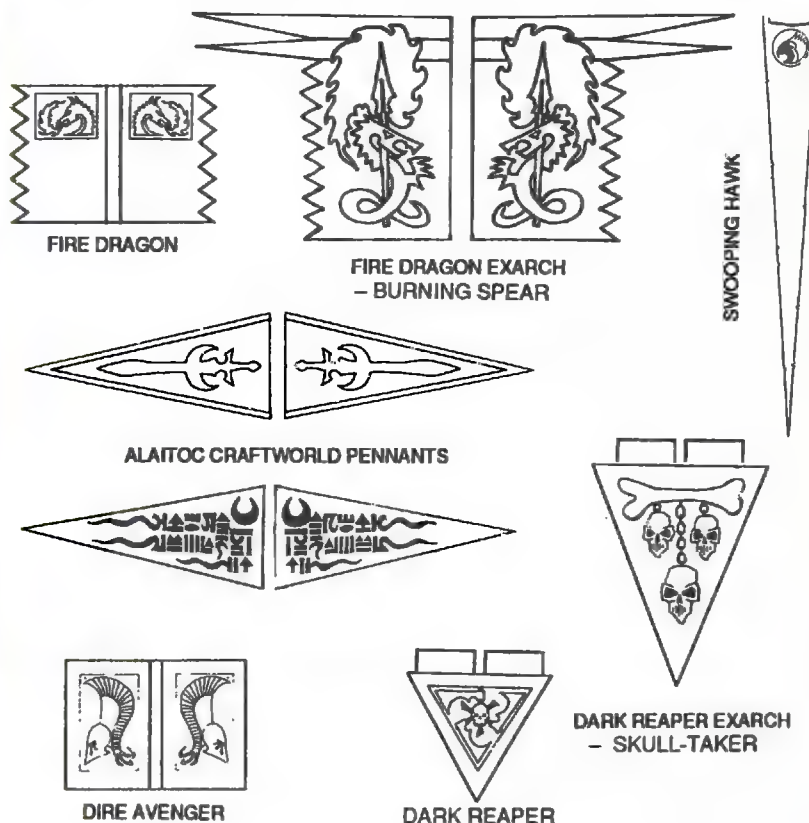


JES GOODWIN

WARLOCK WITH FORCE STAFF



Alaitoc Guardian Standard Bearer. Rather than carrying a single larger banner, the standard bearer follows the Eldar tradition of carrying multiple pennants. The lower pennant is an Alaitoc War Litany passed down from the earliest days of the Craftworld's history. Notice that the crescent moon from the Alaitoc Moon Sword symbol is repeated at the top of the banner pole.



Exarch Banners: Each Exarch takes the name, armour and banner of an ancient Eldar hero. The colours of his armour and his banner design are unique, passed down over the millennia, worn only by the Exarch who currently bears that ancient hero's name. Our banners are based on our Exarchs' heroic names. They are typical examples but other Exarchs all carry their own unique banners.

SPACE HULK

NECROMUNDA

A SPACE HULK CAMPAIGN BY DEAN H BASS

Necromunda is a world of mines, factories, refineries and processing plants. The planet is a vast powerhouse of industry, making thousands upon thousands of different items for use throughout nearby planetary systems. Nothing which can contribute to the planet's output has been left untouched. Mountains have been reduced to rubble for the ore they contain. Oceans have been turned into little more than chemical sludge ponds. The once fertile plains have disappeared under huge urban developments of great housing and factory blocks, forming new ranges of man-made mountains every bit as tall as the long-since flattened natural land features. These huge towering urban complexes are known as city hives, or simply hives, and their individual peaks or towers are called city spires or spires.

As generation after generation adds to the building and rebuilding of the hives, new layers of habitation are created and the hives continue to grow upwards. These towering hives dominate the wasteland around them like clusters of impossibly gigantic termite hills. Beneath the hives and extending around them under the wasteland itself lies a honeycomb of ancient disused factories and a labyrinth formed from the sewers and service tunnels of an earlier age.

The spires and their undercities seethe with humanity, from the noble families who live at the top of the spires above the perpetual smog layers, to the fugitives, outlaws and mutants who scrape a mean existence far beneath the planet's surface. Among the countless billions who populate Necromunda are those who have been fortunate enough to break free of the planet, at least temporarily, and work as crew on the great starships that trade between the local systems and carry Necromunda's tithe to the Imperium.

It may have been one of these spacefarers who first brought the infection to the planet. Returning dazed as the sole survivor on a salvaged ship or picked up from a floating wreck, such an individual would soon disappear into the vast sea of humanity that fills the hives. And no-one would notice that anything was wrong until his child was born.

Even then, mutants are common enough, hunted by the forces of the Governor, Lord Helmawr, and hidden by terrified parents who fear that the taint of heresy and mutation might bring their own execution. The man and his family would find refuge amongst the mutant gangs and vermin of the undercity. And there the infection would spread, unchecked and unrecognised until it was too late.

When bloody revolution broke out in the Nautilus, one of the small spires of the Acropolis Hive, troops from the planetary defence force were swiftly dispatched to suppress the rebels. Rumours that mutants and psykers were involved brought the witch-hunting Venators onto the scene.

Even these hardened warriors, accustomed to fighting the obscene mutants of the undercities, were not prepared for

what met them. Many of the rebels had three or four arms and strange elongated heads, their skin tinted a bruised blue-purple colour. And alongside these mutants fought terrifying four-armed beasts that tore men in two and knew no fear. The Necromundan forces quickly withdrew having already suffered fearsome losses.

Lord Helmawr asked for assistance from the Space Marine contingent that maintained a permanent base on the planet. From their fortress monastery high on the side of the Palatine Spire, a task force of Ultramarine Terminators launched their assault. If the Genestealer infection was to break out of the rebellious spire, it could mean the necessary extermination of thousands, even millions of Necromundans.

CAMPAIGN RULES

The campaign is split into two sections. Commander Danik of the Ultramarines rearranges his troops into specialist squads for each of the tasks ahead. The first four missions involve the first wave of troops, sent in to stop the spread of the Genestealer invasion. If the infestation can be limited to just part of the Nautilus spire and the Genestealer base found, the spire can be saved. Otherwise the only answer is destruction of the spire – possibly even the whole hive! The Space Marine player picks four forces from one body of troops and then plays the four missions with the units assembled.

At the end of the four missions, the Space Marine player divides the second wave into two forces. One to stop reinforcements, the other to wipe out the Stealer Patriarch.

First Wave

Before starting the first mission, the Space Marine player divides the following force into 7 squads of 5 Space Marines each. He can split the force any way he wants as long as each squad has either a Sergeant or the Captain in command.

- 1 Captain with storm bolter, power sword and power glove with grenade launcher.
- 4 Sergeants with storm bolters and power gloves.
- 2 Sergeants with storm bolters and power swords.
- 4 Space Marines with assault cannon (1 reload each) and power gloves.
- 3 Space Marines with heavy flammers and power gloves.
- 3 Space Marines with lightning claws.
- 2 Space Marines with thunder hammers and storm shields.
- 2 Space Marines with storm bolters and chain fists.
- 7 Space Marines with storm bolters and power gloves.
- 1 Chief Librarian (level 4) with storm bolter and force axe.
- 3 Epistolaries (level 3) with storm bolters and force axes.
- 2 Codicifiers (level 2) with storm bolters and force axes.
- 1 Lexicanian (level 1) with storm bolter and force axe.

The first four missions are played using the squads from this wave. At the end of each mission, record whether it was a victory, partial victory or defeat.

Second Wave

At the end of the fourth mission, Interrogation, the first wave of Space Marines should have the Genestealers bottled up in one area and should have discovered the location of the Genestealers' main base. This allows the second wave to deal with the remaining Genestealers in an attack on their base.

However, if the Space Marines failed in one or more of the previous missions or only had a partial victory in three or four, the campaign has already been lost. Genestealers have broken out of the spire and have infected other areas of the Acropolis Hive. You can still play the remaining missions, of course, but the Space Marine player can't win a total overall victory.

Before starting the fifth mission, Divide & Conquer, the Space Marine player splits the following force into four squads. Again each squad is of five models and must contain either a Sergeant or the Captain – other than that, it can contain any mix of models.

- 1 Captain with storm bolter, power sword and power glove with grenade launcher.
- 1 Sergeant with storm bolter and power glove.
- 2 Sergeants with storm bolters and power swords.
- 2 Space Marines with assault cannon (1 reload each) and power gloves.
- 2 Space Marines with heavy flammers and power gloves.
- 2 Space Marines with lightning claws.
- 2 Space Marines with thunder hammers and storm shields.
- 2 Space Marines with storm bolters and chain fists.
- 2 Space Marines with storm bolters and power gloves.
- 2 Chief Librarians (level 4) with storm bolters and force axes.
- 2 Epistolaries (level 3) with storm bolters and force axes.

CAMPAIGN VICTORY

There are five results for overall victory in the campaign.

Total Space Marine Victory

The Space Marine player wins all six missions. This means the Space Marines have isolated the Genestealers in the Nautlius spire and killed the Patriarch.

Partial Space Marine Victory

The Space Marine player wins at least two of First Blood, No Way Out, Killing Ground and Divide & Conquer and gains a partial victory in the other two, plus wins Poison! This means that the Space Marines have allowed some Genestealers to escape, but few enough to stand a good chance of locating and eliminating them, especially as they've killed the Patriarch and Magi.

Partial Genestealer Victory

The Genestealers win at least two of First Blood, No Way Out, Killing Ground and Divide & Conquer. Enough Genestealers

have escaped to avoid the searching Space Marine and Necromundan forces – there's a good chance they can establish a new base elsewhere in the Acropolis.

Total Genestealer Victory

The Genestealers win at least three of First Blood, No Way Out, Killing Ground and Divide & Conquer, plus win Poison! Not only have the Genestealers broken out in considerable numbers, their Patriarch and Magi have survived – the brood will be able to move on to a new hidden location and begin plotting rebellion once more.

Draw

Any other result is a draw.

PLAYING THE CAMPAIGN AS SEPARATE MISSIONS

Although these missions are designed to be played as a campaign, you can easily adapt them to be played individually.

The forces, deployment and special rules remain as given in each mission briefing. The only thing you'll need to work out is the composition of the Space Marine squads. There are several ways to do this.

You can use the bidding system from Deathwing to decide who's going to play which side – then the Space Marine player simply buys the squads from the points he bid.

Or you can use the points listed for each mission in the Force Points Table found elsewhere in this book (see the Traitor Force List) and buy the squads using the total given.

For either of these two methods, decide how many squads you have based on the models you choose. If you play with more than a couple of squads you may have to adapt the deployment rules for certain missions – agree on this with your opponent.

The third way to work out what Space Marines you have is to roll on the table below. You get the number of squads given in the mission briefing (ie 1 squad for First Blood and 2 squads for the other five missions) – just use the table to work out what Space Marines are in each squad. Roll once under each column to give you a total of 5 Space Marines in each squad – note that there's a different 4th column for the 2nd wave.

For example, you might roll 1, 3, 2 and 6. This would give you a squad containing a Captain, a Space Marine with an assault cannon, a Space Marine with lightning claws, a Lexicanian (level 1 psyker) and the standard Space Marine with storm bolter and power glove that's included in every squad.

D6 Roll	1st model	2nd model	3rd model	4th model (1st wave) *	4th model (2nd wave) *
1	Captain with storm bolter power sword and power glove with grenade launcher	Space Marine with assault cannon (1 reload)	Space Marine with lightning claws	Chief Librarian (4th level) with storm bolter and force axe	Chief Librarian (4th level) with storm bolter and force axe
2	Sergeant with storm bolter and power sword	Space Marine with assault cannon (1 reload)	Space Marine with lightning claws	Epistolary (3rd level) with storm bolter and force axe	Chief Librarian (4th level) with storm bolter and force axe
3	Sergeant with storm bolter and power sword	Space Marine with assault cannon (no reload)	Space Marine with thunder hammer and storm shield	Epistolary (3rd level) with storm bolter and force axe	Chief Librarian (4th level) with storm bolter and force axe
4	Sergeant with storm bolter and power glove	Space Marine with heavy flamer	Space Marine with thunder hammer and storm shield	Codicier (2nd level) with storm bolter and force axe	Epistolary (3rd level) with storm bolter and force axe
5	Sergeant with storm bolter and power glove	Space Marine with heavy flamer	Space Marine with storm bolter and chainfist	Codicier (2nd level) with storm bolter and force axe	Epistolary (3rd level) with storm bolter and force axe
6	Sergeant with storm bolter and power glove	Space Marine with heavy flamer	Space Marine with storm bolter and chainfist	Lexicanian (1st level) with storm bolter and force axe	Epistolary (3rd level) with storm bolter and force axe

5th model: in addition to the above, each squad contains 1 Space Marine with storm bolter and power glove to make a complete squad of 5 models.

* Roll on the 1st wave column for First Blood, No Way Out, Killing Ground, Interrogation and the 2nd wave column for Divide & Conquer and Poison!

FIRST BLOOD

The first objective of the Space Marines is to isolate the Nautilus spire and ensure that the Genestealers can't escape out into the main part of the Acropolis Hive. From the reports of the Necromundan forces, the Space Marines worked out that most of the Purestrain and psychic Hybrid Genestealers were confined to a small area in the upper part of the Nautilus spire, presumably defending their Patriarch.

Squads of Space Marines in power armour, supported by Necromundan troops, were ordered to move through the lower parts of the spire and eradicate the rebels there. These were mostly Human brood brothers, fanatical supporters of the Genestealer rebellion but not themselves polluted by the mutating infection.

In the upper parts of the spire, a smaller force of Terminator squads was concentrated. Their task was to exterminate the Purestrain and Hybrid Genestealers and kill the Patriarch – without a leader, the revolution would soon die out. The first task was to seal off the upper levels to prevent the Genestealers breaking out into the Acropolis and to stop any potential reinforcements.

One squad was detailed to destroy the lifts that formed a vital link with the main body of the spire.

OBJECTIVES

The Space Marine player is trying to kill all the Genestealers guarding the lifts and destroy the lifts. The Genestealer player is trying to keep this possible escape route open.



PAUL GREEN

WD32

FORCES

Space Marines

The Space Marine player may choose any one squad from his first wave.

Genestealers

The Genestealer player has 10 Blips in play at the start of the game but doesn't get any reinforcements (see Special Rules).

The Genestealer player uses the expanded Blip set. The lettered Blips represent the following Hybrids:

- A Unarmed 4th level psyker
- B 4th level psyker with lasgun
- C 4th level psyker with chainsword
- D 4th level psyker with autocannon
- E Non-psyker with bolter
- F Non-psyker with bolt pistol
- G Non-psyker with laspistol
- H Non-psyker with plasma pistol
- I Non-psyker with missile launcher
- J Non-psyker with conversion beamer

DEPLOYMENT

Space Marines

The Space Marine player brings each model in at a different entry area. The entry areas are set by the Space Marine player at the start of the mission as explained in the Special Rules.

The Space Marines move first.

Genestealers

All 10 Blips are placed on the board before the game begins (ie before the Space Marine player picks his entry areas).

SPECIAL RULES

Both players use psychic cards.

Space Marine Entry Areas

During the first turn, after the Genestealer player has placed his Blips, each Space Marine blasts his way into this level of the spire with high explosives.

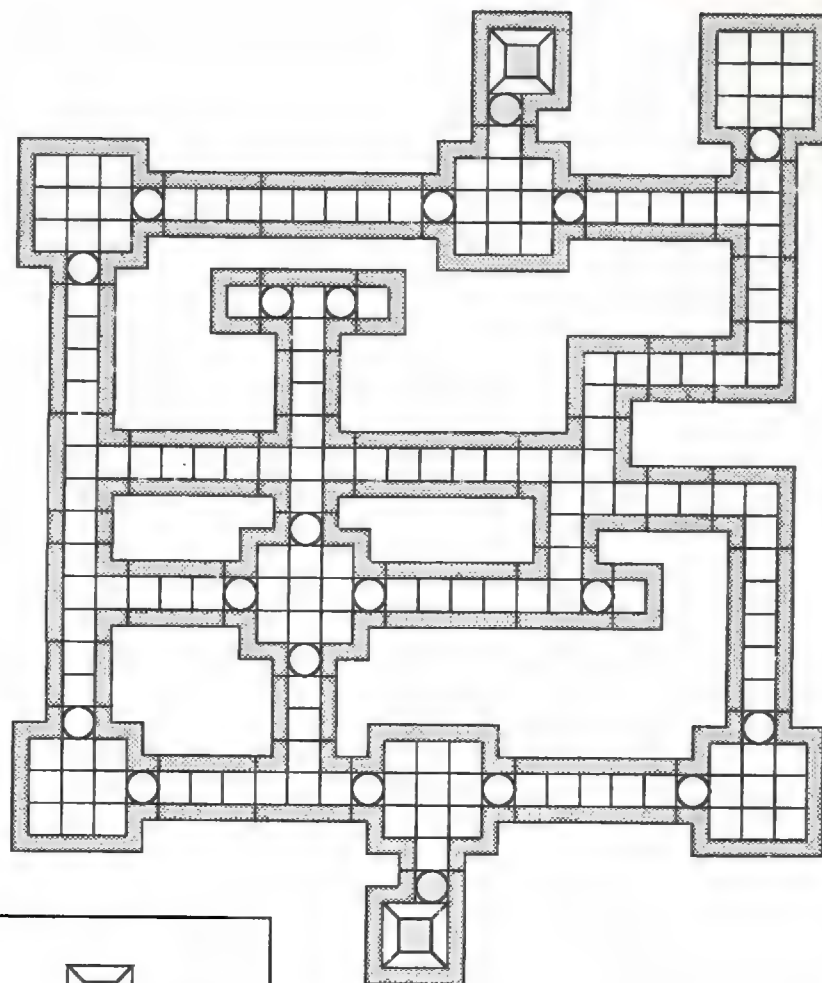
It takes 1 AP to blow a hole in the roof, which is then entered the same as a pitfall. The position of the entrance point is marked using a pitfall shadow counter.

If a Blip is in line of sight from the pitfall, it is converted before the Space Marine jumps down. The Space Marines do not have to enter the complex immediately – if there's a target in line of sight, they may fire on it instead.

The Genestealers are there to guard the lifts so they cannot climb out of the holes.

Lifts

The lifts are new board sections – you'll find the floorplans in the card section at the back of this book. Once the door to a lift has been opened or destroyed, the lift can be destroyed by a Space Marine on the same roll as needed to destroy a door.



If an area effect weapon is used against a Genestealer in a lift, also roll to see if the lift is destroyed, using the same roll as needed to destroy a door. If the door to a lift is destroyed, the lift still works until the lift itself is destroyed.

If a Jinx is used against the lift, the lift stops working but does not count as being destroyed. If a Blast is used against a lift door, the lift is automatically destroyed. A Vortex destroys the lift and is then removed from the board.

Lift Doors

Whenever a lift door is opened (rather than destroyed), the door stays open until the endphase of that player's turn – it then closes automatically.

Genestealer Reinforcements

If either of the lifts is still working by the tenth Genestealer turn, the Genestealer player gets one reinforcement Blip per turn per working lift.

The Blip starts in the lift and is converted immediately it's placed on the board. It cannot lurk under any circumstances.

A lift holds four Genestealers – if the Blip is for any more than four, the extra Genestealers are lost.

Reinforcements have 2 APs less than usual in their first turn to represent the time coming up in the lift. The first Genestealer out of the lift must also use 1 AP to open the door if it hasn't been destroyed – remember the door will always be closed at the start of the turn.

If any Genestealers remain in the lift at the start of a Genestealer turn the Genestealer player doesn't get a reinforcement Blip for that lift in that turn. The Blip is lost and can't be saved up for a later turn.

VICTORY

If the Space Marine player destroys both lifts and all the Genestealers, the mission is a Space Marine victory. If the lifts are destroyed but no Space Marines survive the mission, it is a partial Space Marine victory.

If either lift is left intact, the mission is a Genestealer victory.

NO WAY OUT

Simultaneous with the first assault, a pair of squads were sent along an wide access corridor that led into the Acropolis Hive proper. This corridor formed a key part of the rail link that was originally used to supply the Nautilus spire. It fell into disuse long ago when the spire was largely abandoned and the rails, mechanisms and carriages have long since been scavenged and turned to more productive uses by the spire's clans.

As the Terminator squads advanced, the Genestealers were breaking through from above in an attempt to gain control of the old railhead. If they could occupy the access tunnel and keep a route open to the Acropolis, they could flee if the battle went against them.

Once in the vast Acropolis Hive, hunting them would be impossible.

OBJECTIVES

The Space Marine player is trying to hold off the Genestealers for 15 turns. The Genestealer player is trying to kill all the Space Marines within the same time limit.

FORCES

Space Marines

The Space Marine player chooses any 2 remaining squads from the first wave.

Genestealers

For the first 12 turns, the Genestealer player gets one Blip per turn for each entry area open (see Special Rules).

The Genestealer player uses the expanded Blip set. The lettered Blips represent the following Hybrids

- A Unarmed 4th level psyker
- B 4th level psyker with bolt pistol and chainsword
- C 4th level psyker with lasgun and power sword
- D 4th level psyker with missile launcher
- E 4th level psyker with autocannon
- F Non-psyker with bolter
- G Non-psyker with plasma gun
- H Non-psyker with lascannon
- I Non-psyker with conversion beamer
- J Non-psyker with lasgun and power sword

DEPLOYMENT

Space Marines

The Space Marines start in the marked corridor.

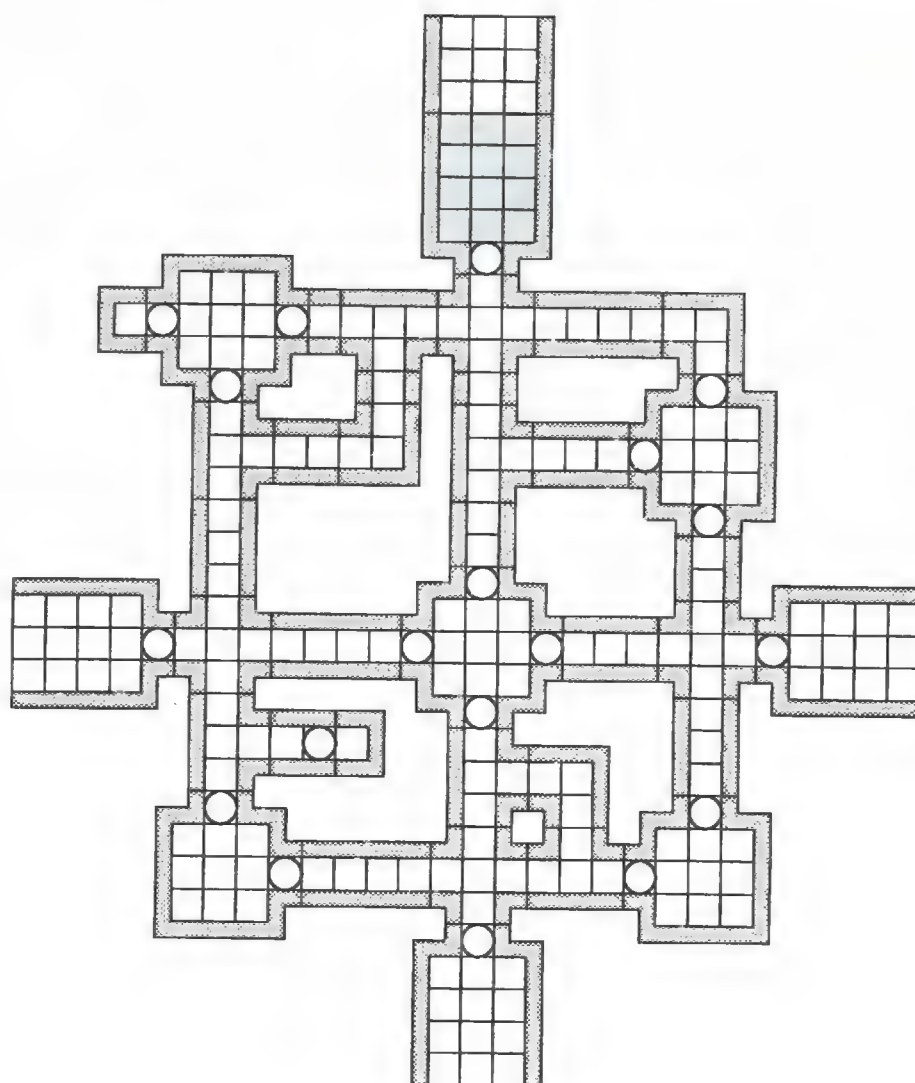
The Space Marines move first.

Genestealers

One Blip enters at each of the entry areas created – see the Special Rules.



TONY HOUGH



○ Door



Space Marine Deployment Area

SPECIAL RULES

Both players use psychic cards.

Genestealer Entry Points

At the start of the first Genestealer turn, 2 pitfall shadow counters are placed by the Genestealer player to show pitfalls from the roof – these are the first two Genestealer entry areas.

At the start of the fourth Genestealer turn, a third pitfall shadow counter is placed, then a fourth counter at the start of the eighth Genestealer turn.

These counters can be placed anywhere in the complex, except in the wide corridor sections.

Genestealers do not need to lurk for one turn unless a Space Marine is standing on a square adjacent to the shadow counter.

Securing Entry Areas

The Space Marine player can secure entry areas but the Space Marine model must be standing on the square containing the pitfall shadow counter.

VICTORY

The mission ends after turn 15.

If all the Genestealers have been killed and 4 or more Space Marines are alive, it is a Space Marine victory.

If any Genestealers remain alive but 4 or more Space Marines are alive, the mission is a partial Space Marine victory.

If less than 4 Space Marines survive, the mission is a Genestealer victory.

KILLING GROUND

With the earlier reconnaissance and the reports from the first two assault groups, it became clear that the main body of the Genestealer forces had been contained and isolated. There was now only one place they could break out – through a main access corridor that led to a vast array of sub-corridors and service tunnels.

If the Space Marines could push the Genestealers back beyond this corridor, the first part of their task would be complete and they could concentrate on exterminating the surviving Genestealers.

Two squads were sent to move rapidly through the lightly-defended areas of the spire and strike at the key corridor. Their mission was to kill the Genestealers massing at this point and secure the corridor from further incursions. Facing them was a strong Genestealer force, already in position to thwart their attack.

OBJECTIVES

The Space Marine player is trying to eliminate all the Genestealers while stopping any Genestealers getting past. The Genestealer player is trying to get Genestealers off the far side of the board or kill all the Space Marines. The mission ends after 12 turns.



JOHN BLANCHE

FORCES

Space Marines

Use two of the last four remaining squads from the first wave.

Genestealers

The Genestealer player takes the expanded Blip set and discards 12 of the Blips without looking at them.

Five of the remaining Blips (chosen at random) are the Genestealer starting force. The other Blips come on as reinforcements at 2 Blips per turn.

These are all the Blips the Genestealer player gets. As each Blip is converted, it is discarded. After 10 turns, the Genestealer player will run out of reinforcements – don't shuffle the Blips and work through them again.

The lettered Blips represent the following Hybrids:

- A Unarmed 4th level psyker
- B 4th level psyker with bolt pistol
- C 4th level psyker with laspistol
- D 4th level psyker with plasma gun
- E 4th level psyker with conversion beamer
- F Non-psyker with bolter
- G Non-psyker with heavy bolter
- H Non-psyker with autocannon
- I Non-psyker with missile launcher
- J Non-psyker with power sword

DEPLOYMENT

Space Marines

One Space Marine squad starts on each of the marked corridor sections.

The Space Marines move first.

Genestealers

The Genestealer starting force is placed as 1 Blip in each of the five rooms. Reinforcements come on at the marked entry areas.

SPECIAL RULES

Both players use psychic cards.

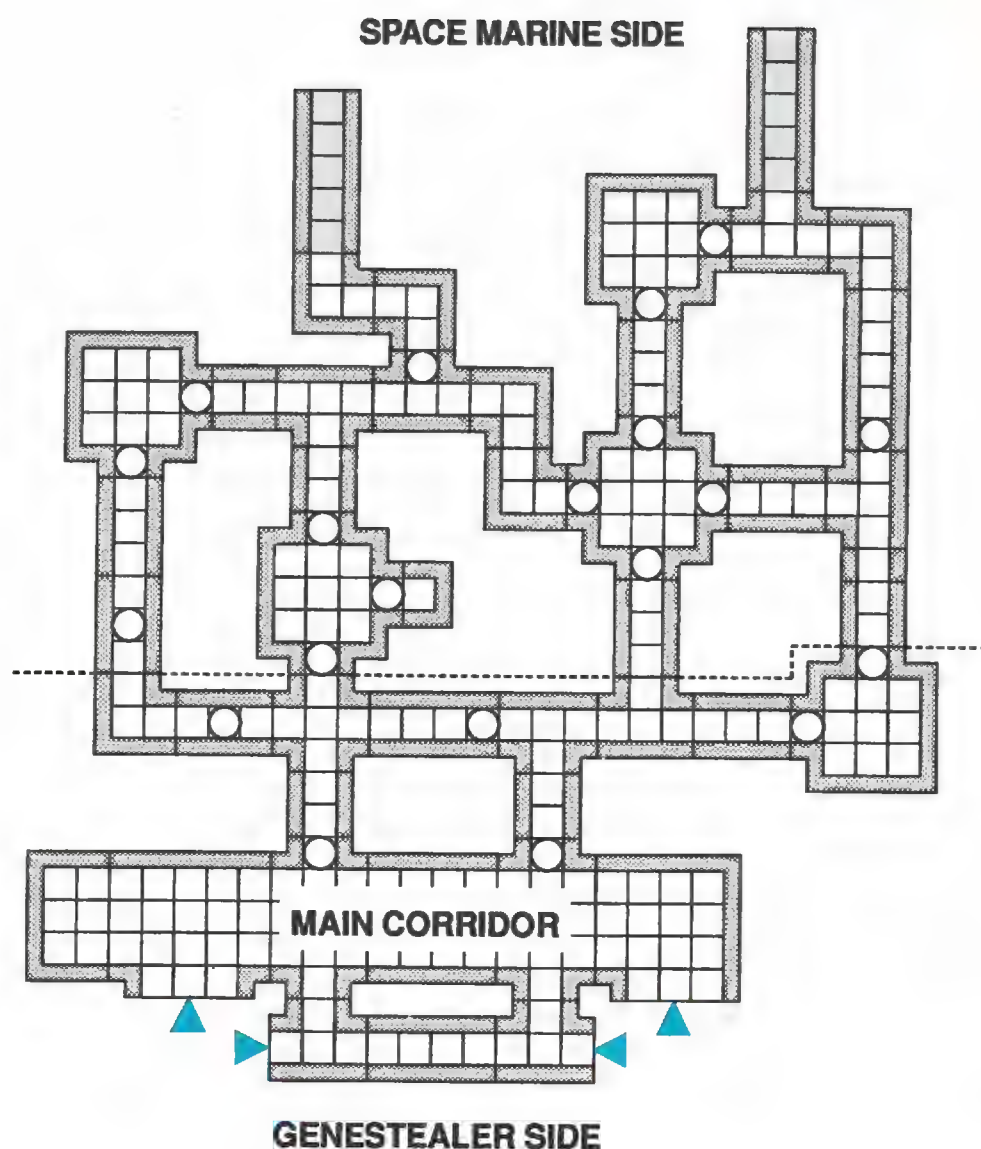
Lurking

The Genestealers must get past the Space Marines and into the rest of the complex. Therefore, the Genestealers are charging forwards almost heedless of the enemy. They only lurk if a Space Marine is within 2 squares of an entry area.

Escaping Genestealers

If a Genestealer gets off the board at one of the Space Marine entry areas, it is safe.

It can't later return to the game.



VICTORY

The mission ends after Genestealer turn 12. If there are no Genestealers left alive, the mission is a Space Marine victory.

If there are Genestealers in the main corridor but not on the Space Marine side of the complex (above the dotted line), the mission is a partial Space Marine victory.

If there are Genestealers on the Space Marine side of the complex (above the dotted line), or if there are no Space Marines left alive, the mission is a Genestealer victory.

If two or more Genestealers get off the board before the 12 turns are over, the Space Marine player immediately loses – the game is a Genestealer victory.

INTERROGATION

The final assault force of the Space Marine first wave was ordered to discover where the Patriarch and the main Genestealer defences were located within the Nautilus spire. Once their location was found, the Space Marines' final strike could begin – they didn't want to waste valuable time or lives searching through the winding tunnels of the spire, prey to ambush by Genestealers.

To pinpoint the Genestealers, the Space Marines had to interrogate the computers that ran the few remaining automatic services in this part of the spire. They were convinced that the Genestealers had been resident long enough for their location to show through the use of access tunnels, energy points and so forth. If they were wrong, it could mean sending the Space Marines on a wild goose chase – or worse, into a trap.

Reaching the computers was going to be difficult. Extracting the information while holding off the Genestealers in this area would be near impossible. But it was the only way to finish the rebellion swiftly and save the rest of the Acropolis from infection and certain death.

OBJECTIVES

The Space Marine player is trying to secure information from the computers. The Genestealer player is trying to stop this by killing the Space Marines or destroying the control panel.

FORCES

Space Marines

Use the last two squads from the first wave.

Genestealers

The Genestealer player starts with 2 Blips and gets 2 Blips reinforcements per turn. When the Space Marines reach the control panel, the reinforcements increase to 3 Blips per turn.

The Genestealer player uses the expanded Blip set. The lettered Blips represent the following Hybrids:

- A Unarmed 4th level psyker
- B 4th level psyker with lasgun
- C 4th level psyker with plasma gun
- D 4th level psyker with missile launcher
- E 4th level psyker with autocannon
- F Non-psyker with bolter
- G Non-psyker with laspistol
- H Non-psyker with heavy bolter
- I Non-psyker with heavy plasma gun
- J Non-psyker with conversion beamer

DEPLOYMENT

Space Marines

The Space Marine force starts in the marked corridor section.

The Space Marines move first.

Genestealers

The Genestealers may enter at any of the marked entry areas.

SPECIAL RULES

Both players use psychic cards.

The Space Marine player may secure entry areas.

Reaching the Control Panel

When the first Space Marine reaches the control panel, 1 AP may be spent switching on the autofire weaponry.

It then takes a total of 25 APs to get all the information needed from the computer.

Make a note of each AP spent by a Space Marine to gather information. Although the APs can be spent by different Space Marines in different turns, only one Space Marine can gather data in any given turn.

If the room is affected by Warp Time, each AP spent counts as half an AP.

Destroying the Control Panel

As soon as the first AP is spent on gathering information, the Genestealers become aware of the Space Marines' intentions and start trying to destroy the control panel – from this point, the Genestealers' reinforcements go up to 3 Blips per turn.

The control panel can be destroyed on the same roll as to destroy a door.

If a Jinx is cast onto the section containing the control panel, all previous APs spent on gathering information are lost and the process must begin again once the Jinx has been cleared – no APs can be spent on gathering information while the room is affected by a Jinx.

Autofire Weapons

At the beginning of the game, the Space Marine player places the four autofire counters on the board in any corridor sections (not rooms, junctions or turns). These counters represent automatic lasguns fixed into the ceiling which fire on any lifeform passing directly below them.

At the start of the mission, the autofire weapons are not yet activated – they can be turned on at the control panel for 1 AP.

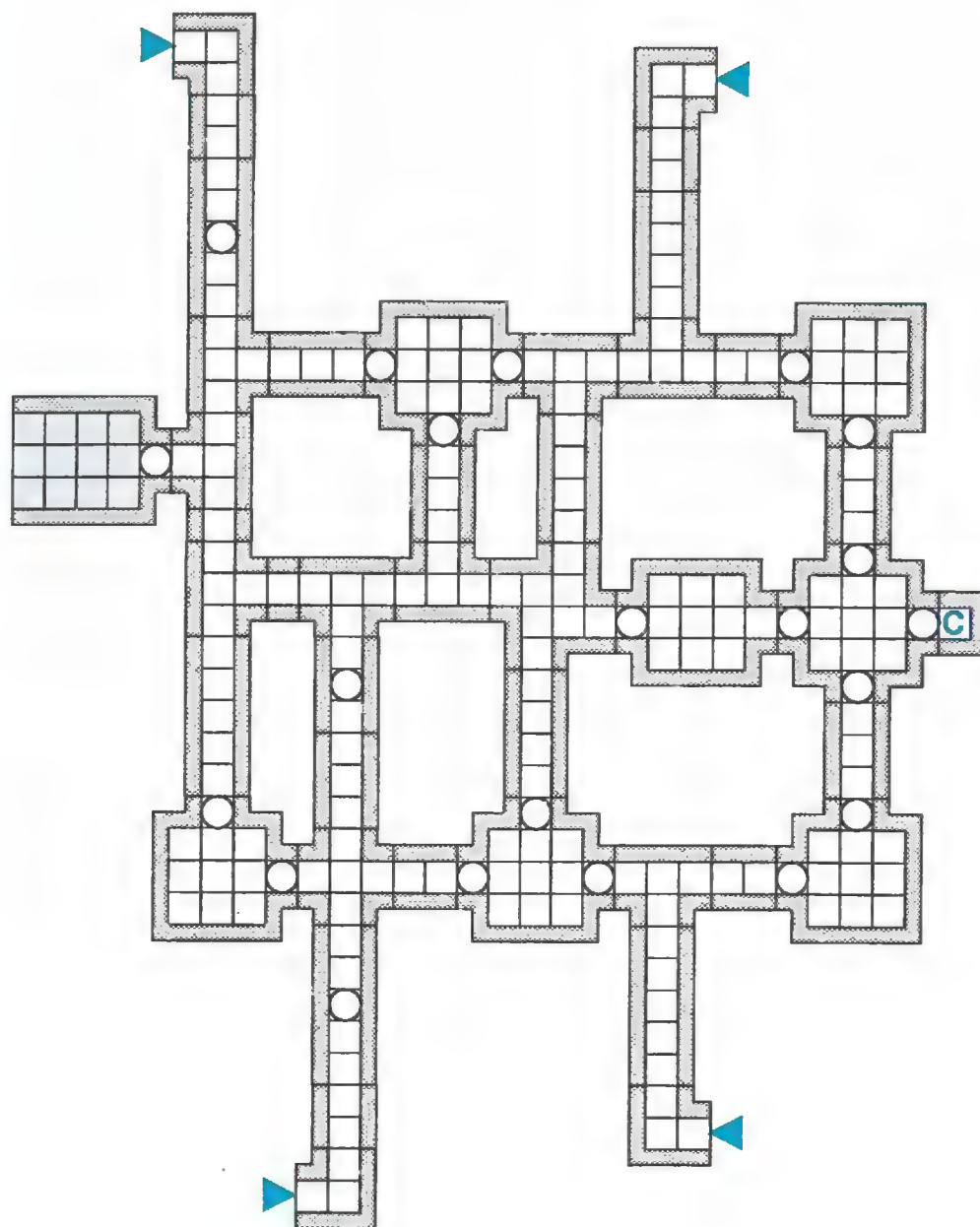
Once activated, any model passing over the counter is fired on by the laser. Roll a single dice. A Genestealer or Space Marine is killed on a 6 – a Genestealer Hybrid is killed on a 4.

If the control panel is destroyed, all the lasers stop firing and the counters are removed.

An unconverted Blip cannot be moved over an autofire counter – it must stop its move or convert before moving. A Blip cannot be converted so that a model is placed on the counter.

Autofire weapons are set into the ceiling and cannot be destroyed – not even by a Vortex.

A Jinx in the section temporarily stops them working (they still operate normally if the control panel is Jinxed) – they work again once the Jinx is gone.



○ Door



Genestealer Entry Area



Control Panel



Space Marine Deployment Area

VICTORY

If the Space Marine player spends 25 APs on gathering information, the mission is a Space Marine victory.

If at least 15 APs are spent on gathering information, the mission is a partial Space Marine victory.

If less than 15 APs are spent on gathering information before all the Space Marines are killed or the control panel is destroyed, the mission is a Genestealer victory.

Make sure you record this result as it affects the forces available for Divide & Conquer and Poison!

DIVIDE & CONQUER

The interrogation of the computers was successful. Combined with reconnaissance reports and bio-scanning of the spire, the Space Marines had discovered there were only two main concentrations of Genestealers left. One was gathered to defend their Patriarch. The other group had been sent into the lower levels in an attempt to break through to the Acropolis.

Thanks to the earlier isolation manoeuvres, this second group of Genestealers had failed in their task. They were now returning to the Patriarch. Within the narrow confines of the spire's tunnels, the Space Marines knew that they couldn't face such a large force and win. The only hope was to catch the two groups separately before they joined.

Two fresh squads from the second wave were detailed to guard the access corridors from the lower levels and stop the Genestealers breaking through to regroup. Ten Ultramarines formed a line that no Genestealer would cross.

OBJECTIVES

The Space Marine player is trying to hold off the Genestealer reinforcements while the Genestealer player is trying to break through the cordon and get some Genestealers off the marked corridor section. The game lasts for 15 turns.



STEPHEN TAPSCOTT

WD40

FORCES

Space Marines

Use two of the squads from the second wave.

If the Genestealers won the fourth mission, Interrogation, the Space Marines didn't get the vital computer information they needed and they have to split their forces to scout more of the spire. Each squad loses a Space Marine – the Space Marine player chooses which 2 models aren't available to him for this game.

Genestealers

The Genestealer player starts with 2 Blips and gets 2 Blips per turn as reinforcements.

If the Genestealers won Interrogation, or it was only a partial Space Marine victory, the Genestealer player starts with 4 Blips to represent the extra time the Genestealers have to prepare themselves while the Space Marines search the Nautilus spire.

The Genestealer player uses the expanded Blip set.

The lettered Blips represent the following Hybrids:

- A 3rd level psyker with bolter
- B 3rd level psyker with lascannon
- C 3rd level psyker with plasma gun
- D 3rd level psyker with missile launcher
- E 3rd level psyker with conversion beamer
- F Non-psyker with bolter and chainsword
- G Non-psyker with lasgun
- H Non-psyker with autocannon
- I Non-psyker with heavy plasma gun
- J Non-psyker with heavy bolter

DEPLOYMENT

Space Marines

The Space Marine player places his models anywhere on the board on any facing and set on overwatch if he wants.

Genestealers

The Genestealer forces can come on at any of the marked entry areas.

The Genestealers move first.

SPECIAL RULES

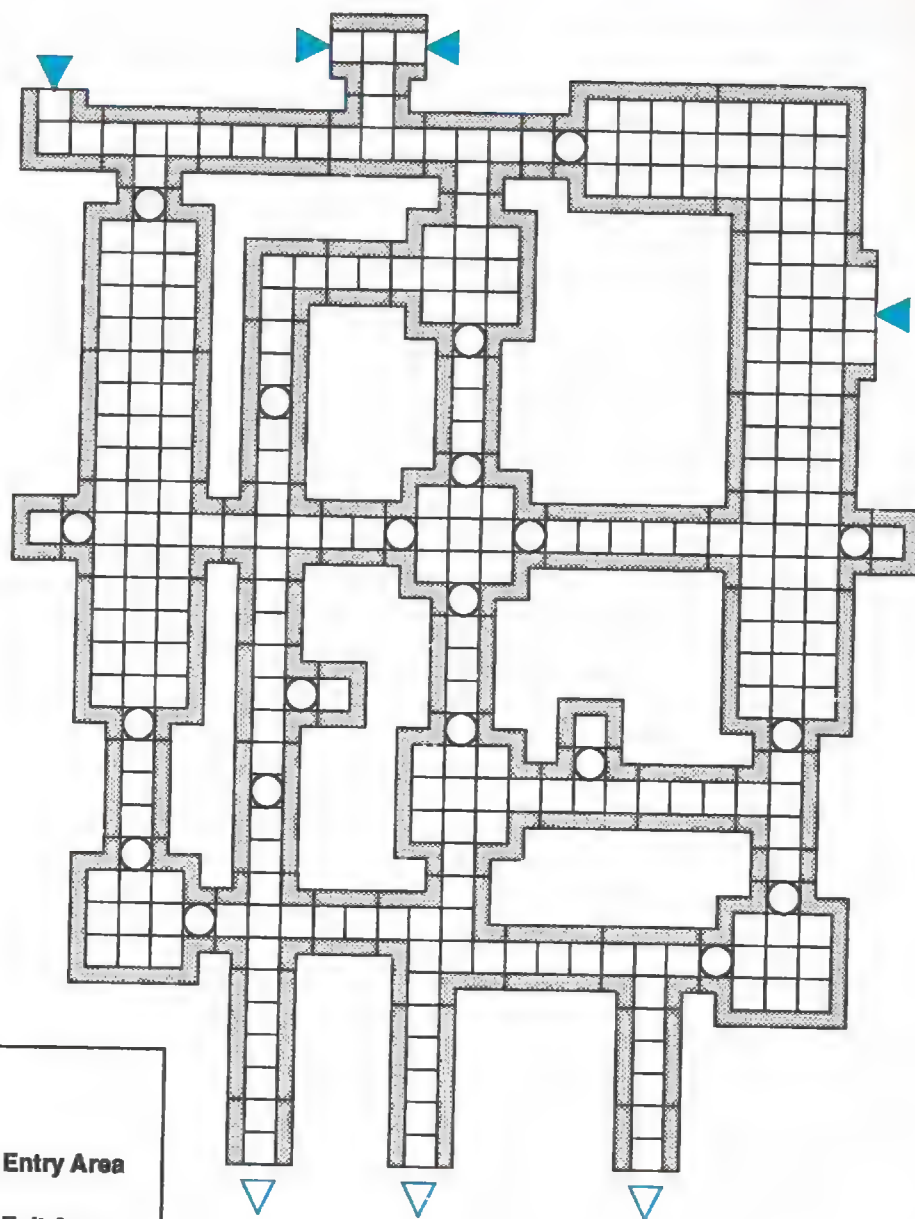
Both players use psychic cards.

Crates and Rubble

Before the game begins, the Space Marine player can place all the crate and rubble counters anywhere on the board.

Doors

Before the game begins, the Space Marine player may decide to open (but not destroy) up to 6 doors.



VICTORY

The mission ends after turn 15.

If no Genestealers get off the board at their marked exit areas, the mission is a Space Marine victory.

If between 1 and 5 Genestealers get off the board, the mission is a partial Space Marine victory.

If 6 or more Genestealers get off the board, the mission is a Genestealer victory.





TONY HOUGH

POISON!

With many of the Genestealers now cut off from their Patriarch, the Space Marines had only one objective – the death of the brood's leader. But the Patriarch and a number of Magi had sealed themselves into a nigh-impenetrable fortified position at the top of the spire – they had obviously been prepared for such an eventuality. The Space Marines knew they would win but the losses could be terrible.

The answer was in the spire plans that had been retrieved from the computer banks. A heating and air duct ran the whole height of the spire and could be accessed from many levels. Too narrow for the Genestealers or Space Marines to enter, it could still be used to deliver a deadly poison to the Genestealers' sealed fortress.

The earlier missions to trap the Genestealers had paid off! The Space Marines had two canisters of a deadly nerve agent that had been specially developed by Imperial xenobiologists – it was known to affect even the hardy metabolisms of Genestealers. If just one canister of this nerve agent could be introduced into the heating duct, it would rise up and flood the Genestealers' fortified position. The Space Marines could kill the Patriarch and his remaining forces without having to take losses. Only the Genestealers between them and the air duct stood in the way of total victory.

OBJECTIVES

The Space Marine player is trying to get at least one of the canisters to the air shaft. The Genestealer player is trying to stop the Space Marines.

FORCES

Space Marines

Use the remaining two squads from the second wave, plus two Space Marines armed with storm bolters and power gloves to carry the canisters (see Special Rules).

If the Genestealers won Interrogation, the Space Marines didn't get the vital computer information and they have to split their forces to scout more of the spire. Each squad loses 1 Space Marine – the Space Marine player chooses which 2 models aren't available to him for this game.

Genestealers

The Genestealer player starts with 2 Blips can gets 2 Blips per turn as reinforcements.

If the Genestealers won Interrogation, or it was only a partial Space Marine victory, the Genestealer player starts with 4 Blips to represent the extra time the Genestealers have to prepare themselves while the Space Marines search the spire.

If Divide & Conquer was a Genestealer victory, the Genestealer player gets 3 reinforcement Blips from turn 5.

The Genestealer player uses the expanded Blip set and ambush counters (see Special Rules). The lettered Blips represent the following Hybrids:

- A 4th level psyker with chainsword
- B 4th level psyker with power sword
- C 4th level psyker with laspistol
- D 4th level psyker with lasgun

- E 4th level psyker with bolt pistol
- F 4th level psyker with bolter
- G Non-psyker with plasma pistol
- H Non-psyker with plasma gun
- I Non-psyker with autocannon
- J Non-psyker with missile launcher

DEPLOYMENT

Space Marines

The Space Marines start on the marked corridor sections.

If Interrogation was a Space Marine victory, the Space Marines move first.

Genestealers

The Genestealers can enter at any of the marked entry areas.

If Interrogation was a Genestealer victory, the Genestealers move first.

SPECIAL RULES

Both players use psychic cards. The Space Marine player may secure entry areas.

Ambush Blips

If an ambush is used and turns out to be a Genestealer, it represents a Genestealer Magus (unarmed 4th level Hybrid psyker)! The Genestealer player's psychic card hand goes up to 5 cards – it returns to 4 if the Magus is killed.

The Genestealer player can't use any more ambush Blips while a Magus is in play. The Genestealer player is limited to a maximum of 2 Magi for the whole game (though not at the same time, of course).

Carrying a Canister

The canisters of microbiological agent are very heavy so the Space Marines carrying them cannot move more than 4 squares per turn – CPs can't be used to move them further. A Space Marine carrying a canister cannot use his weapons, but the canister can be put down for 1 AP in order to fire. Picking up a canister costs 2 APs.

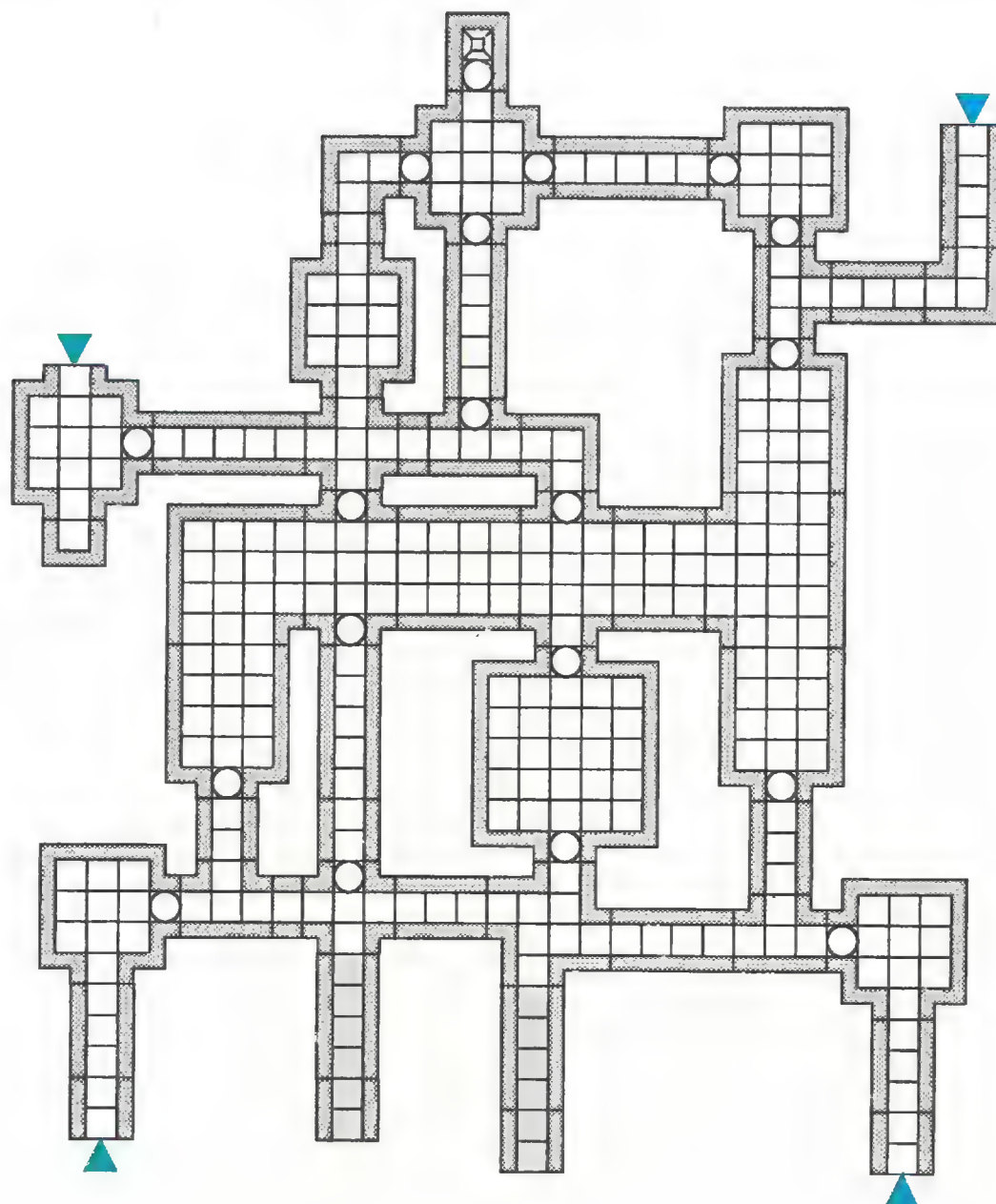
If a Space Marine carrying a canister is attacked in close combat, he can't defend himself and is automatically killed. If a Space Marine carrying a canister is killed, or if he puts it down and moves off, another Space Marine can pick up the canister – this costs 2APs. A Space Marine armed with lightning claws cannot pick up a canister. The canisters cannot be destroyed except by a Vortex.

Mark the Space Marine carrying a canister, or the position of a dropped canister, with one of the canister counters.

One a Space Marine carrying a canister reaches the air shaft, it takes 1 AP to arm the canister and 1 AP to drop it in the shaft.

Genestealers and Canisters

If a Space Marine puts down or is forced to drop a canister, a Genestealer may be able to pick it up. Purestrain Genestealers ignore the canisters, but a Hybrid Genestealer may pick up a canister – because of their Genestealer parentage, Hybrids are much stronger than normal Humans.



○ Door

▲ Genestealer Entry Area



Space Marine Deployment Area



Air Shaft

It costs 2 APs for a Hybrid to pick up a canister and 1 AP to put it down. As with Space Marines, a Hybrid carrying a canister cannot fire, nor can a psychic Hybrid concentrate enough to use its psychic powers.

Hybrids cannot take the canisters off board, though they may move them as far away from the Space Marines as they want.

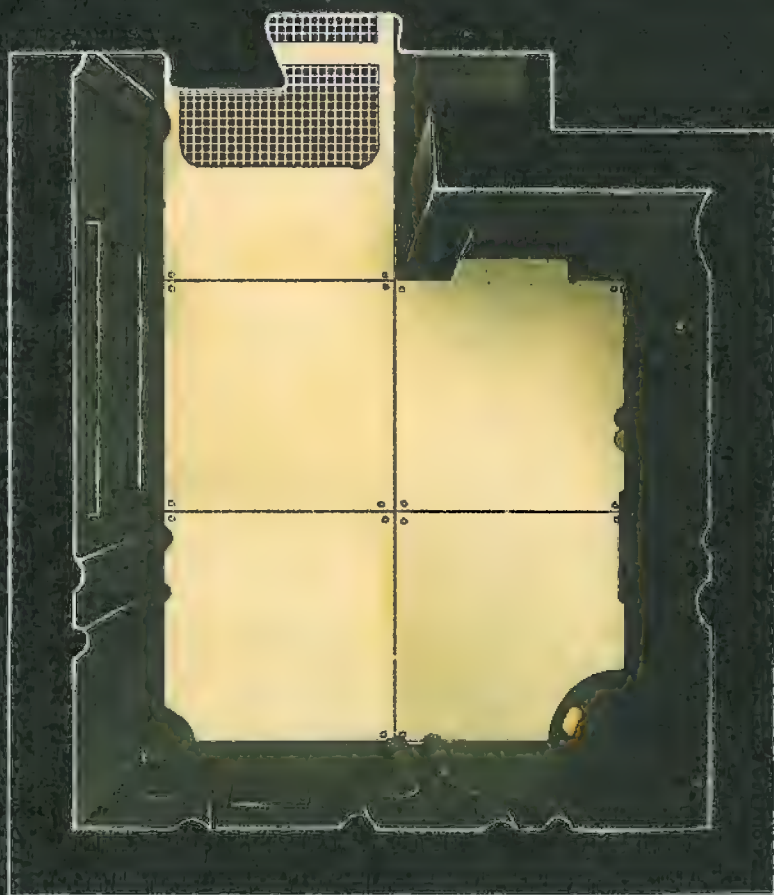
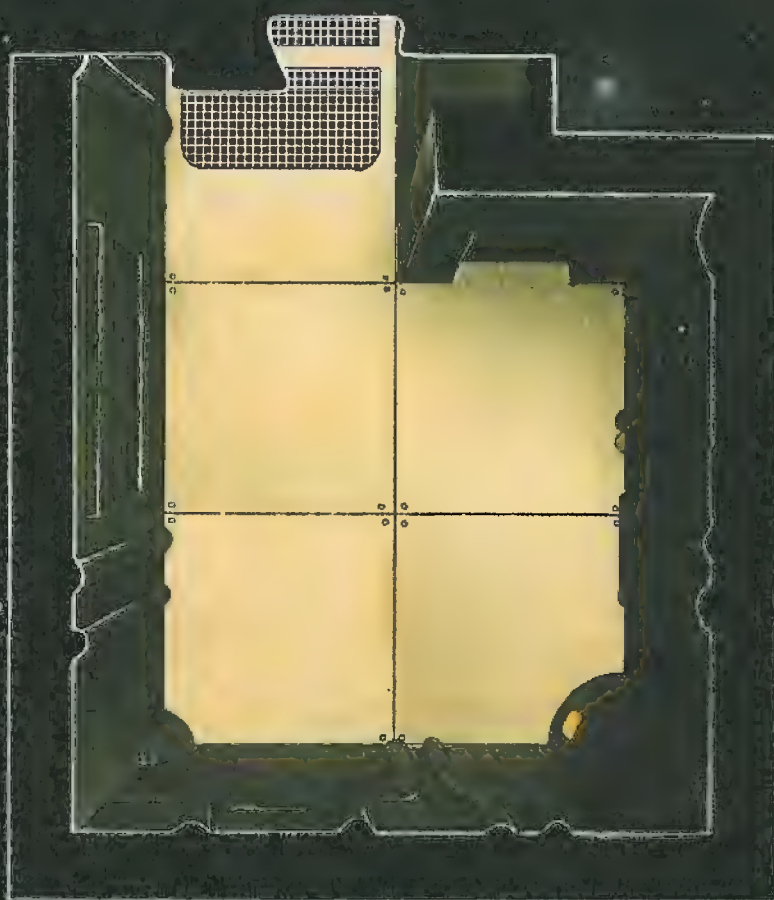
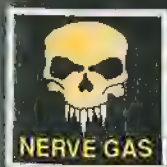
VICTORY

If an armed canister is placed in the air shaft the mission is a Space Marine victory – the poison will spread throughout the upper parts of the spire and kill the Genestealers.

Any other result is a Genestealer victory.

Remove this page and glue it to a sheet of card. If you can use card that's about the same thickness as the Space Hulk floorplans, so much the better, but it doesn't matter if you've only got thinner card, say from a cereal packet.

Once the glue's set, cut out the new board sections and counters. You may find you need to trim the corridor ends to get a good fit to the existing floorplans.



START CURRENT
WEAPON SKILL
8

BOW SKILL
4

STRENGTH
5

TOUGHNESS
6

NAME:
RACE: ELF WARDANCER


START CURRENT
SPEED
10

BRAVERY
8

INTELLIGENCE
7

FATE
1

WOUNDS
4



HAND-TO-HAND COMBAT	TARGET WPN SKILL	1	2	3	4	5	6	7	8	9	10	11	12
	HIT ROLL	2	2	2	3	4	5	6	7	8	9	10	10

RANGED COMBAT	RANGE	1-3	4-12	13-24	25-36	37+
	HIT ROLL	8	9	10	11*	12*

WEAPONS	RANGE	DAM DICE	FUMBLE	CRITICAL
SWORD	N/A	3	1	12

ARMOUR	BOW SKILL	TOUGHNESS	SPEED
TOTAL			

EQUIPMENT *NOTE: IMPOSSIBLE TO SCORE A CRITICAL HIT AT THIS RANGE

START CURRENT
WEAPON SKILL
8

BOW SKILL
7

STRENGTH
6

TOUGHNESS
7

NAME:
RACE: HUMAN CAPTAIN


START CURRENT
SPEED
6

BRAVERY
8

INTELLIGENCE
7

FATE
1

WOUNDS
4



HAND-TO-HAND COMBAT	TARGET WPN SKILL	1	2	3	4	5	6	7	8	9	10	11	12
	HIT ROLL	2	2	2	3	4	5	6	7	8	9	10	10

RANGED COMBAT	RANGE	1-3	4-12	13-24	25-36	37+
	HIT ROLL	7	8	9	10	11*

WEAPONS	RANGE	DAM DICE	FUMBLE	CRITICAL
SWORD	N/A	4	1	12

ARMOUR	BOW SKILL	TOUGHNESS	SPEED
CHAIN MAIL	-1	+2	-2
SHIELD	-1	+1	0
TOTAL	-2	+3	-2

EQUIPMENT *NOTE: IMPOSSIBLE TO SCORE A CRITICAL HIT AT THIS RANGE

START CURRENT
WEAPON SKILL
4

BOW SKILL
5

STRENGTH
4

TOUGHNESS
4

NAME:
RACE: WIZARD'S APPRENTICE


START CURRENT
SPEED
8

BRAVERY
7

INTELLIGENCE
8

FATE
1

WOUNDS
3



HAND-TO-HAND COMBAT	TARGET WPN SKILL	1	2	3	4	5	6	7	8	9	10	11	12
	HIT ROLL	3	4	5	6	7	8	9	10	10	10	10	10

RANGED COMBAT	RANGE	1-3	4-12	13-24	25-36	37+
	HIT ROLL	7	8	9	10	11*

WEAPONS	RANGE	DAM DICE	FUMBLE	CRITICAL
DAGGER	N/A	1	1	12

ARMOUR	BOW SKILL	TOUGHNESS	SPEED
TOTAL			

EQUIPMENT *NOTE: IMPOSSIBLE TO SCORE A CRITICAL HIT AT THIS RANGE
SPELL BOOK - 1 SPELL
1 SPELL COMPONENT

START CURRENT
WEAPON SKILL
8

BOW SKILL
5

STRENGTH
6

TOUGHNESS
7

NAME:
RACE: DWARF TROLL SLAYER


START CURRENT
SPEED
6

BRAVERY
10

INTELLIGENCE
6

FATE
1

WOUNDS
4



HAND-TO-HAND COMBAT	TARGET WPN SKILL	1	2	3	4	5	6	7	8	9	10	11	12
	HIT ROLL	2	2	2	3	4	5	6	7	8	9	10	10

RANGED COMBAT	RANGE	1-3	4-12	13-24	25-36	37+
	HIT ROLL	8	9	10	11*	12*

WEAPONS	RANGE	DAM DICE	FUMBLE	CRITICAL
2-HANDED AXE	N/A	5	1-2	11-12

ARMOUR	BOW SKILL	TOUGHNESS	SPEED
LEATHER	-1	+1	-1
TOTAL	-1	+1	-1

EQUIPMENT *NOTE: IMPOSSIBLE TO SCORE A CRITICAL HIT AT THIS RANGE

ADVANCED HEROQUEST™

HENCHMEN

New Henchmen rules for Captains, Sergeants, Elf Wardancers, Dwarf Troll Slayers and Wizard's Apprentices

By Graeme Davis, Robin Dews & Carl Sargent

The rules here expand on and clarify those in the *Advanced Heroquest* rulebook. There are some changed rules, though, and they should be carefully read by the GM. They introduce new types of Henchmen for the Elf, Dwarf, and Wizard and also introduce the Captain, a very strong warrior who is the ultimate fighting Henchman.

We've also included character sheets for all of these new kinds of Henchmen.

As the *Advanced Heroquest* rulebook explains, Henchmen are adventurers who hear of the exploits of the Heroes and are willing to join with them. They may do so because they seek glory and fame themselves, or simply because it sounds like a well-paid job (even if rather dangerous). There are two ways for Heroes to gain the services of Henchmen. They can recruit them as hired help, or they may attract them as followers.

HIRED HENCHMEN

Only one type of hired Henchman is allowed for any Hero. This is the Human Man-at-Arms. This changes the previous rule from the *Advanced Heroquest* rulebook; Human Sergeants *cannot* now be obtained simply as hired Henchmen.

Any Hero can acquire a Human Man-at-Arms as a hired Henchman, providing he has the funds to pay for him. A Man-at-Arms must be paid 50 gold crowns per expedition (in advance). Men-at-Arms always make Wills, and leave their money and equipment to people other than the Heroes! They do not receive a share of any treasure gained during expeditions, since their fee is their reward. Hired Henchmen do not need any payment between expeditions. A Hero may have as many Men-at-Arms as he can afford to pay.

In addition, each time the Hero gains a Fate Point, one Man-at-Arms will arrive between expeditions to offer his services. These Men-at-Arms offer their



KEVIN WALKER

Advanced Heroquest

services more cheaply (for 35 gold crowns) than standard Henchmen. The Hero doesn't have to accept a Man-at-Arms as a Henchman when one arrives in this way, but if he declines the offer he doesn't get another chance until he gains another Fate Point (although he can still hire additional Men at Arms in the normal way for 50 GCs each.)

Men-at-Arms are rather ordinary fighters, and they cannot have their Fate Points or characteristics increased by expenditure on the part of the Hero employing them (see the Costs Table on page 37 of the *Advanced Heroquest* rulebook). All other Henchmen can be improved in either of these ways however, but the Heroes have to pay for this! Lastly, only Hired Henchmen are affected by *Henchman Retires* and *Risk Money* from the Random Events Table (*Advanced Heroquest* rulebook, page 36).

SERGEANTS

Sergeants are superior fighters who will only offer paid service to Heroes of definite renown. Any Hero may hire a Sergeant, but that Hero *must* have gained at least 1 Fate Point during his adventures before a Sergeant will offer service. This changes the previous rule and Sergeants *cannot* now be obtained by "swapping" for two Men-at-Arms (*Advanced Heroquest* rulebook, page 38).

Sergeants cost 75 gold crowns per expedition. This must be paid in advance. Sergeants, like any

Henchmen, make Wills before their expeditions and do not leave any of their money or equipment to the Heroes who employ them!

CAPTAINS

Captains are very capable fighters and almost heroes in their own right. Captains will only offer their services to human Warriors, since their pride will only allow them to serve a Hero who they consider to be more skilled than themselves in the arts of combat. Captains will never act as hired Henchmen, and although they require some payment for their services, they cannot be hired. A Warrior may never have more than one Captain in his service at any one time.

A Captain will arrive to offer his services to any Warrior who he has acquired 3 Fate Points as a result of his adventures. If the Warrior declines this offer of service, the Captain will go off in search of a more heroic companion, and the Hero will be unable to find another until he has gained 2 further Fate Points. A Captain must be paid 50 gold crowns per expedition, and like other Henchmen, Captains leave their monies and equipment to people other than the heroes in their Wills. Further, the Warrior must purchase at least 25 gold crowns worth of new equipment for his Captain between each expedition (or spend more than this in increasing a characteristic score for the Captain, etc.).

ELF WARDANCERS

Wardancers are unique form of warrior-troubadour. with a rare range of skills. They are acrobatic, athletic fighters who spend their lives in training and meditation in order to keep their bodies supple and their reflexes sharp. As a result, they fight at close quarters with astonishing speed, grace, and deadliness. They are gifted experts with close combat weapons, but a side effect of this specialisation, is that their use of ranged weapons is poor. Wardancers will only ever offer their services as a Henchmen to Elf Heroes and although they do require a living allowance from their Hero master, they will never serve merely as hired Henchmen. An Elf Hero may never have more than one Wardancer in his service at any one time.

A Wardancer will arrive to offer his services to an Elf Hero when that Hero has acquired 2 Fate Points as a result of his adventures. If the Elf Hero declines this offer of service, the Wardancer departs, and the Hero cannot find another until he has gained 2 further Fate Points. An Elven Wardancer must be paid an allowance of 50 gold crowns per expedition, and Wardancers never



leave their money or equipment to Heroes in their wills. It is possible for an Elf Wizard to have an Elf Wardancer as a Henchman, but he cannot also have a Wizard's Apprentice at the same time.

SPECIAL RULES FOR WARDANCERS

Elf Wardancers are highly unusual, and a number of special combat and movement rules apply to them.

Armour

Wardancers may only wear leather armour, but can do so with no reduction to their *Speed* characteristic, due to their suppleness and agility.

Flying Leap

Wardancers may use their acrobatic skill to leap over a single Monster or Hero. Make a *Speed Test*, by rolling a D12 against the Wardancer's *Speed* characteristic. If the player rolls less than or equal to the Wardancer's *Speed*, then move the Wardancer to the square directly opposite the one from which it began its leap. A Wardancer making a flying leap ignores all of the restrictions for moving through *Death Zones*. A flying leap may be combined with a normal move, but not with a *run*, and only one Flying Leap may be attempted each round. If the model making the flying leap fails the *Speed Test* then this is treated as a stumble and the model must cease moving immediately. A Wardancer may not make a flying leap over a model standing in a doorway or over a *Large Monster*.

If a Wardancer attempts a normal *Heroic Leap* over a Chasm or Pit Trap etc, then you should make the *Speed Test* with a -2 modification to the dice roll to reflect the Wardancer's great agility.

SPECIAL ATTACK MODES

Once engaged in hand-to-hand combat, Wardancers may attack using a number of special attack modes. The controlling player must declare the attack mode before any combat dice are rolled.

Concentrated Attack

The Wardancer uses all of its training and skill to penetrate the monster's defence. The model may attack with +2 on its hit roll.

Transfix

After the first round of combat with a single model, the Wardancer may use a combination of mystic dance and song to *Transfix* their opponent. The monster must make an *Intelligence Test*. If the monster fails, then the Wardancer's rolls to both hit and wound are at +1 and the monster's to hit rolls only are at -1. If the monster manages to hit

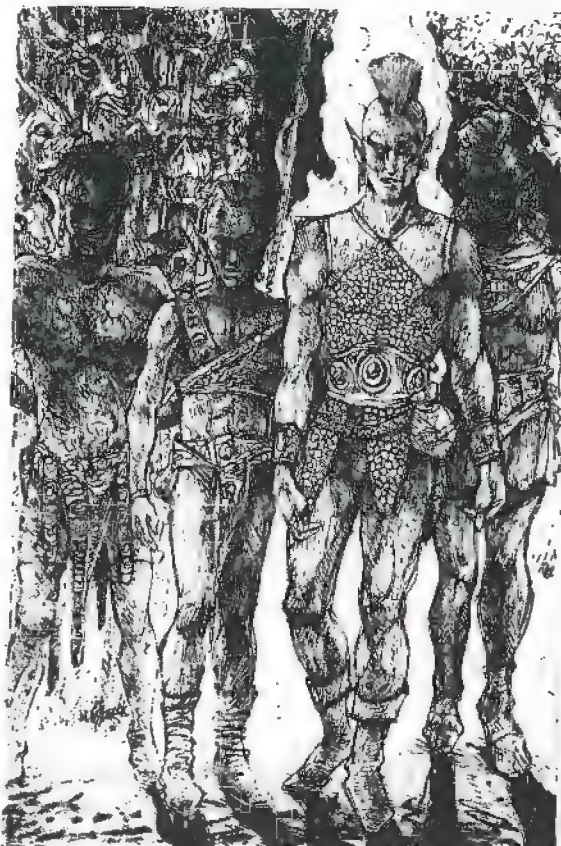
the Wardancer then wounds are rolled normally. The effects of *Transfix* last for one combat round, although there is nothing to stop the model from attempting the same attack mode in the next round. If the monster passes the *Intelligence Test* then the *Transfix* fails and the attack is treated as normal.

Whirling Death

The Wardancer enters into a frenzy of bloodlust and may strike with 2 attacks in the same way as a *Berserker* (see the *Advanced Heroquest* rulebook page 40). Unlike a *Berserk Monster*, a Wardancer using Whirling Death is never caught off balance and the Wardancer's weapon skill is treated as normal when his opponents works out their hit rolls. Once this attack mode has been selected, the Wardancer must continue to assault the same model, until the monster is either dead or has run away. As soon as this has happened, the Wardancer can choose to continue with the Whirling Death attack against a new opponent, or revert to normal and choose a new attack mode.

Taunt

The Wardancer gestures, threatens, shouts insults and so outrages a specific model that it becomes compelled to attack him. Make an *Intelligence Test* for the monster. If it fails, then the monster is compelled to move towards the Wardancer in its own turn in an attempt to engage in close combat.



Normal Attack

The Wardancer attacks as a normal Hero with no special modifications.

DWARF TROLL SLAYERS

Troll Slayers are among the most fearsome fighters of the Dwarf race. Troll Slayers are young Dwarfs who been disgraced, crossed in love or in some other way humiliated. They will never discuss their dark secret - about which it is neither polite nor wise to enquire - but will attempt to atone for their past by seeking the path of the Troll Slayer and dedicating their lives to searching out and confronting danger. Shaven-headed, tattooed, and fearless in the fight, Troll Slayers have an utter disdain for ranged weapons, preferring the joys of cleaving with a double-handed axe. Despite their name, Dwarf Troll Slayers are happy to wade into just about any enemy they can find- they hate Trolls especially, but in their pursuit of atonement through death they will risk their lives by fighting more or less anything. Due to the racial bond between them, they will only offer their service as Henchmen to Dwarf Heroes. Although they require a subsistence payment from their master, Troll Slayers never serve as paid Henchmen and thus can never be hired. A Dwarf Hero may never have more than one Troll Slayer in his service at any one time.

A Troll Slayer will arrive to offer his services to a Dwarf Hero when that Hero has acquired 2 Fate Points as a result of his adventures. If the Hero

declines this offer of service, the Troll Slayer will add this further insult to his catalogue of suffering, pick up his axe and head off once more in search of his destiny. The Hero will be unable to recruit another Troll Slayer until he has gained 2 further Fate Points. A Dwarf Troll Slayer must be paid 50 gold crowns per expedition, and Troll Slayers do not leave their money or equipment to Heroes in their wills.

SPECIAL RULES FOR TROLL SLAYERS

Troll Slayers have their own peculiar codes of conduct and combat and the following special rules apply to them.

- Because of their peculiar attitude to danger, Troll Slayers never use shields, and they will not wear plate or mithril armour even if magical.
- Troll slayers never use ranged weapons.
- A Troll slayer may go berserk in combat if he wishes, just as a *Berserk Monster*. If confronted by a Troll, the Troll Slayer automatically goes berserk and must attack the Troll, irrespective of whatever other creatures may be present, the hazards which may be in the way (unless it's absolutely impossible to get at the Troll!) and of course his own safety.

THE WIZARD'S APPRENTICE

The Wizard's Apprentice is a most unusual Henchman and several unique rules apply to him. Apprentices will only offer their services as Henchmen to Wizard Heroes for the obvious reason that they come to study and learn from their new master. Although they can never be merely hired, Apprentices do require payment in kind, in exchange for their devotion to their master.

A Wizard's Apprentice will arrive to offer his services to a Wizard Hero, when that Hero has acquired 2 Fate Points as a result of his adventures. If the Wizard declines this offer of service, then the Apprentice will go off in search of a more agreeable master, and the Wizard will be unable to find another until he has gained 2 further Fate Points. A Wizard cannot have more than one Apprentice at any one time.

Elf and Dwarf Wizards will find that their Apprentices are of their own race (this is always true; they have no choice). The profile for these rare Apprentices differs from those for a human Wizard's Apprentice. For an Elf Wizard's Apprentice, add +1 to Intelligence and subtract -1 from Strength from the Wizard's Apprentice profile. For the Dwarf Wizard's Apprentice, the poor thing starts off not knowing any spells at all!



The first spell can be taught to him at normal cost by his master, but after that time all the standard rules for cost of spell teaching and Intelligence tests for Dwarf Wizards apply to the Dwarf Wizard's Apprentice as well (see *Advanced Heroquest* rulebook, page 43).

As we have said, Wizard's Apprentices do not require payment as such. Instead, they seek to learn from their masters. Between each expedition, the Apprentice must be taught one new spell, or have a characteristic improved by one point, or be given a Magic Treasure acquired during the expedition. If at least one of these conditions is not fulfilled, then the Apprentice will pack his bags and leave in order to seek a Wizard who can afford to encourage and support his protégé's studies.

SPECIAL RULES FOR WIZARD'S APPRENTICES

Wizard's Apprentices are subject to the same restrictions that apply to Wizards. They cannot wear armour, they cannot use any weapon larger than a dagger, and so on.

A Wizard's Apprentice begins his career knowing only one spell. This is always a spell from the same College of Magic as his Master - the Apprentice is of course a student of the same College. The Wizard Player can choose which spell his Apprentice knows, but it must be one of the four spells that the Wizard himself knew when he first began his life as a Hero. The Apprentice can be taught new spells by his master at half the usual cost (round any fractions of gold crowns up). Costs for spell teaching for Bright Wizard spells are listed on page 37 of the *Advanced Heroquest* rulebook. The Apprentice is an eager student, he learns quickly, and the Wizard isn't trying to make a profit! However, the Wizard can only teach the Apprentice spells that he, the Wizard, already knows, and the Apprentice must be taught the first four spells of the College (the ones the Wizard began with) before he can learn any others. The Wizard must also buy all his Apprentice's spell components for him.

A Wizard can also improve the characteristic scores of his Apprentice. This can be done, once again, at half the usual cost- the Wizard needs to spend only 100 gold crowns to improve one characteristic score of his Apprentice by 1 point. However, the Wizard can never teach his Apprentice to have a characteristic score superior to his own. So, a Wizard with *Intelligence* 9 who has an Apprentice with *Intelligence* 7 can teach him to improve his *Intelligence* by up to 2 points, but no further (unless the Wizard improves his own *Intelligence* score first).



Wizard's Apprentices can use all magic items which Wizards can use. If the description of a Magic Treasure says that it can (only be) used by a Wizard, an Apprentice can use it also.

DEAD HENCHMEN AND DEAD HEROES

Unlike the Men-at-Arms and Sergeants, who merely enter the paid service of a Hero, there is an important bond of fellowship between a Captain, Wardancer, Troll Slayer or Apprentice and their respective masters. If the Henchman is killed (and not magically returned to life), the Hero has failed in his duty of comradeship-in-arms with this loyal and brave fighter and as a result must lose 1 Fate Point to reflect this ill-fortune. This Fate Point must immediately be removed from both the Start and Current boxes on the *Hero Characteristic Sheet*. Fate Points lost through the death of a trusted Henchman can be regained either by spending Gold Crowns in between adventures or through further heroic actions in the usual way.

If a Hero dies and is not returned to life, his Henchmen will always leave. Disillusioned and overcome with grief the Henchman will pack his bags and go off in search of new opportunities for fame and adventure.

A replacement Hero cannot keep the Henchmen his predecessor had.



BRETONNIAN ARMY

Over the past couple of issues, we've been showing you some of the units from the Bretonnian army that we're putting together at Games Workshop. When it's ready we'll present the whole army in all its colourful feudal glory and let you know how it fares in battle. We're looking forward to playing some exciting and interesting Warhammer Fantasy Battle games with the army and we'll be printing details of the best of these. Until then, here's a look at the models we've added to the army since last month – a new unit of Knights and three character models: the General, the Army Standard Bearer and a Wizard.

BRETONNIAN KNIGHTS

These Knights look great with their striking colours and bold patterns but they're deceptively simple to paint. Each Knight's heraldry is displayed on his shield and surcoat and on the caparison of his warhorse. These areas are well-suited to painting simple patterns and heraldic devices – there's no awkward bits to get to. We've made life even simpler for ourselves by leaving the devices off the surcoats in many cases and just using the background colours.

We kept the Knights' heraldic colour schemes simple for two reasons. Firstly, because the patterns and colours are so bold the Knights really stand out on the tabletop. And secondly, because it allowed us to complete the unit fairly quickly so we could field them in a game of Warhammer Fantasy Battle.

HERALDIC COLOUR SCHEMES

We've given you guidelines for painting Bretonnian heraldry in White Dwarf 136, but we'll recap the basic points here.

There are six main paints used, split into two groups known as metals and colours. Metals are white and yellow for which we use Skull White and Bad Moon Yellow paints. Colours are black, red, blue and green for which we use Chaos Black, Go Fast Red, Moody Blue and Striking Scorpion Green.

There's a special heraldic rule about metals and colours which is that if a device (like a star, crescent, cross or whatever) is painted with a metal, it always goes on a coloured background. If a device is painted with a colour, it always goes on a metal background. For example, a yellow (metal) star could go on a red (colour) background but not a white (metal) background. A red star could go on a yellow or white background but couldn't go on any of the other colours.



It's also common to have the different parts of the background pattern in a colour and a metal, although having two colours side-by-side isn't that unusual. You rarely get yellow and white, the two metals, next to each other as a background.

PAINTING BRETONNIAN KNIGHTS

By looking at the photo of the unit of Knights you'll get some ideas for possible colour schemes. We always paint the background colours first and then paint the devices over the top once the base colours are dry. If you're painting a light-coloured device on a dark background (say yellow on black), paint the shape in white first and then paint on the right colour.

The Knights' chainmail was painted with a base coat of Chaos Black and then drybrushed with Mithril Silver. Drybrushing is a simple technique that's great for textured surfaces like chainmail. Just wipe most of the paint off the brush before you start and then briskly draw it across the textured area. Even though it might look like there's no paint on the brush, enough will stick to the model to make the raised areas silver and leave the holes between the mail links black as if in shadow.

The Knights' pennants on the end of their lances have been made using thin paper triangles. These are painted with the Knight's heraldic colours – we've left the heraldic devices off to keep them simple. When they're dry, the pennants are cut out and then wrapped around a pencil to give them a wavy appearance as if they were blowing in the wind. Finally, the wider end is glued into place around the Knight's lance.

We've included some black and white examples of the Knights' shield devices for you to copy or use as inspiration for your own devices. If you're a less experienced painter, go for the simple shapes like crescents and stars. You can try more complicated designs like castles and Dragons once you've got the hang of painting heraldry.

CHARACTER MODELS

With these three characters models we've taken a lot more time and trouble in painting them. After all, they're central figures in the army and worth that extra bit of effort. Character models like these give you a great chance to show off your painting skills to the maximum.

GENERAL

Our General is the Duc de Bordeleaux, a great leader amongst the Bretonnian nobility. For his heraldic colours we've chosen a quartered pattern of red and blue on which he displays a quite complicated pattern of fleurs de lys and rearing Griffons.

Before painting the model, we decided to do a small amount of conversion work. We wanted to have the Duc's horse rearing up so that he was in a really heroic pose appropriate to the army's general. A V-shape was cut out of the back of the horse's hind legs – the legs were then glued back on so the front of the horse was raised up.

The normal tabs used to glue the horse into its slotta-base were cut away and a small hole drilled into the bottom of the hind legs. A short length of brass wire was glued into the hole and then used to fix the horse to its base.

We also cut the mace away from the helmet to give the model a greater sense of movement. Reins were added by cutting out slightly-curved strips of paper and gluing them into place.

The background colours are a mix of Moody Blue and Enchanted Blue quartered with Go Fasta Red. The blue areas were highlighted using a mix of Enchanted Blue and Skull White. More white was added to successive highlights so that the last highlights were pure Skull White. The red areas were highlighted with a mix of Blood Angel Orange and Bad Moon Yellow, again with increasing amounts of Skull White.





Duc de Bordeleaux, General of the Army

Finally ink glazes were added. An ink glaze is a very thin, watered-down coat of ink which helps to brighten up the white highlights – because the glaze is so thin, the white still shows through but the ink gives it a bit more sparkle. The blue areas were glazed with thinned Blue Ink and the red areas with a thinned mix of Red and Yellow Inks.

Once the background colours were completely dry, the heraldic devices were added. The fleurs de lys and Griffons were painted with Skull White. This needs a fairly steady hand and a fine brush (anything from 0 to 000 depending on how detailed you're going to get). The Griffons were left white but the fleurs de lys were painted over with Bad Moon Yellow.

The Duc's mace head and helmet have been painted with Shining Gold over a base of Chaos Black for a more luxurious and regal finish, distinguishing him from the other Knights with their plain metal armour.

ARMY STANDARD BEARER

As the bearer of the General's banner, the Comte d'Arnaud was worth just as much attention as the Duc himself. The Comte's heraldic colours are red with a lion's head device, quartered with a blue and yellow woven pattern. However, as the Army Standard Bearer, the Comte carries a banner emblazoned with the General's heraldry, not his own.

The red areas of the Comte's heraldry are painted the same as for the General – Go Fasta Red base coat, Blood Angel Orange/Bad Moon Yellow/Skull White highlights, and thinned Red Ink glaze. The lion's head device was painted on with Skull White and overpainted with Bad Moon Yellow.

The blue and yellow patterned areas were first painted entirely in Bad Moon Yellow. Then a grid of lines was painted on in Enchanted Blue using a fine brush. Once the lines were finished, it was simply a matter of filling in the appropriate holes with Enchanted Blue to get the woven pattern.

It's easier to see how this pattern works than explain it, so we've duplicated an area of it below, along with examples of the Comte d'Arnaud's lion device and the rearing Griffon and fleurs de lys of the Duc de Bordeleaux.

The Comte's banner pole was made from thin brass wire. His weapon was removed and small holes drilled in each side of his hand. The wire was glued in place and the painted paper banner wrapped around it.

The background and devices of the army standard itself were painted in the same colours as the General's heraldry described above.

WIZARD

The Wizard, Alphonse L'Azure, Maitre d'Astrologie, is a Celestial Wizard. As a Celestial Wizard, his tunic and cloak and the caparison of his horse are predominantly blue, the mystical colour of the Celestials.

We've chosen to paint him in a variety of different tones of blue, with yellow symbols for a bright contrast. This isn't a proper heraldic colour scheme, but it shows the sort of thing you can do by taking the symbols of a magical college and using them in a heraldic way – the feel of this colour scheme is in keeping with the true heraldry of the Knights around him.

The horse's caparison was painted with a base colour of Moody Blue and then given a Blue Ink wash. The effect of the ink wash is to deepen and enrich the tone of the paint and to easily create the effect of shadows. As the ink is fairly runny, it flows into cracks and depressions in the model and settles there – these pools create darker areas in places where there would naturally be shadows.



Comte d'Arnaud, Army Standard Bearer

Alphonse's cloak and hat were painted with a base colour of Enchanted Blue and again given a Blue Ink wash. His tunic, the lightest of the three areas, was first painted with a base coat of Space Wolf Grey and then washed with a mix of Blue and Green Inks.

The Wizard's boots and leather straps, like those of all these character models, were painted with Snakebite Leather and washed with Brown Ink.

For all these areas, highlights were painted on using a mixture of the base colour and Skull White. Successive highlight coats used more and more white but were painted on more sparingly. This has the effect of building the highlight in a continuous tone from the base colour all the way up to pure white on the very edges of the highlights.

The A-shaped geometric symbol of the Celestial College and the flaming comet that decorate the horse's caparison were both painted in Skull White and then filled in with Bad Moon Yellow. The white is needed to make sure the yellow retains its brightness and really stands out from the blue background (the same goes for any light colour over a dark background).

Finally the stars were simply dotted onto the caparison in Skull White using a very fine (000 size) brush.



Alphonse L'Azure, Celestial Wizard

TYPICAL BRETONNIAN HERALDRY

These shield designs show a selection of typical Bretonnian coats of arms, some of which we've used on our Knights. You're welcome to copy them or use them as inspiration for your own Knights. You can paint these onto plain backgrounds or combine them with heraldic patterns. For example, you could paint a halved pattern and then paint a device over the top – or you could paint a quartered pattern with the same device in diagonally opposite quarters. You can see examples of combining devices and patterns in the photograph of our Knights unit.

We've included a range of devices from the very simple, like stars and crescents, to the more complicated, like the lion's head and the winged serpent. If you're a less experienced painter, start with the simpler designs – leave the more detailed designs until you've had a bit of practice.

With some of the detailed devices we've also shown a larger version so you can see exactly what's going on – this will help you paint the design onto warhorse caparisons and banners.

If you don't want to paint devices like these as part of your Knights' heraldry, it's perfectly fine just to use simple patterns like halved or quartered shields, horizontal or diagonal bars and so forth.



STAR



MACE



WING



FLEUR DE LYS



WINGED
SERPENT



CASTLES



HALVED
WITH POINTS



CROSS



LABEL



BAR WITH
BATTLEMENT



BOAR'S HEAD



AXE



CROSS



SEA SERPENT



SERPENT



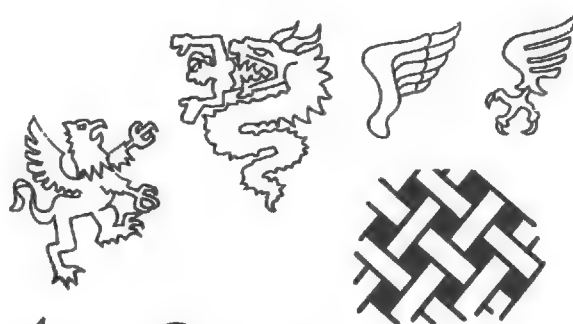
LION'S HEAD



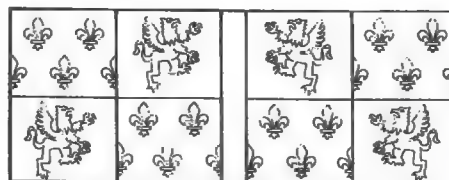
WINGED TALON



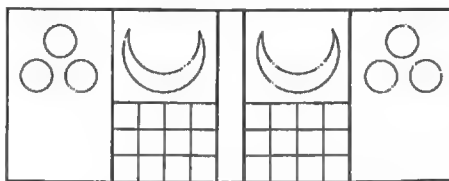
CRESCENT



This is an example of the woven pattern used by our Army Standard Bearer, the Comte d'Arnaud, so you can easily see how the lines overlap.



The army standard carried by the Comte d'Arnaud. This displays the heraldry of the Duc de Bordeleaux, General of our Bretonnian army.

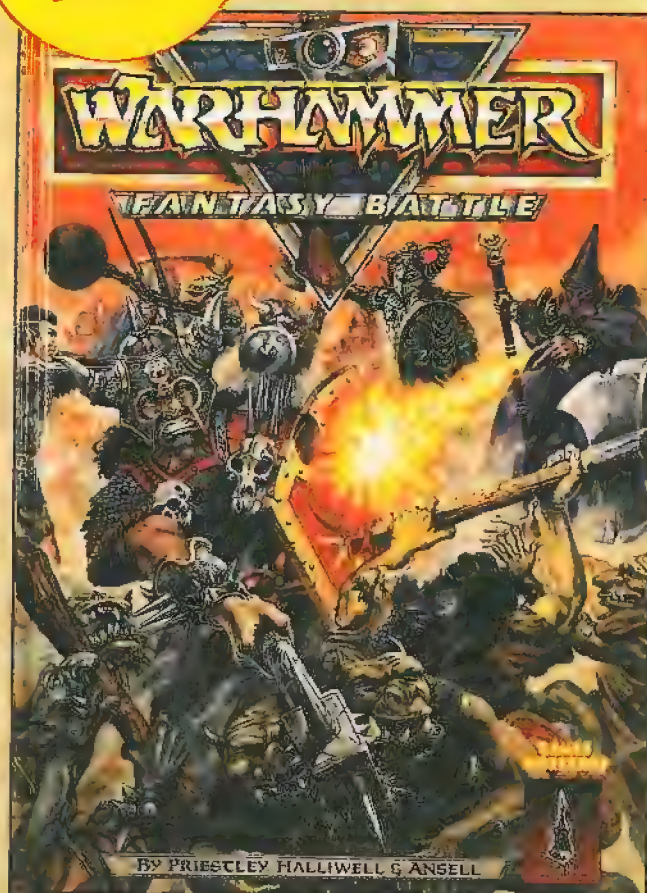


The coat of arms of the Viscount Honfleur, the leader of one of our Bretonnian units. Notice in the unit photograph that the Viscount's banner is carried by another Knight with his own heraldry.

WARHAMMER

FANTASY BATTLE

NOW
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Warhammer Fantasy Battle has over 300 lavishly-illustrated pages packed with information. The book starts with Basic Rules covering moving, fighting, shooting and routing – an ideal introduction to this fascinating hobby. There's also guidelines for painting your models and making scenery to help you get started.

The Advanced Rules expand the game with special troops and fantastic armaments such as war engines, chariots and cannon. There's rules for heroes and generals, aerial combat, buildings, scenery, special weapons and new troop formations.

The Magic system has a wealth of powerful spells to confound and defeat your foes. There's a comprehensive background on the history of the Warhammer world. And the Bestiary describes the races and fantastic creatures you can field in your armies, from unruly Goblins to mighty Dragons, from ethereal Ghosts to terrifying Daemons.

Finally, Elves, Goblins and Orcs clash in a ready-to-play battle – Forenron's Last Stand. Command sheets and cut-out counters get you into the action right away.

In Warhammer Fantasy Battle, mighty armies clash together on the tabletop. Valiant Humans struggle to hold back the tides of Chaos sweeping down from the north. Doughty Dwarfs defend their mountain holds from rampaging Orcs and Goblins. Elves harry the evil creatures which assail their forest homes.

The world of Warhammer Fantasy Battle is vast. With armies of Citadel and Marauder Miniatures, countless fantastic battles can be fought on tabletop battlefields – from small skirmishes to truly awe-inspiring epic conflicts.



Designed for two or more players Warhammer Fantasy Battle provides endless hours of challenge, fun and excitement. Warhammer Fantasy Battle is more than just a game – it is a range of connected hobbies. Aside from the challenges and tensions of the battles themselves, there is the fascination and satisfaction of collecting and painting armies of Citadel and Marauder Miniatures, modelling and conversion, constructing buildings and other terrain features for battlefields, and running campaigns and leagues with fellow Warhammer Fantasy Battle gamers.



GAMES WORKSHOP GAMES CLUBS

Every Games Workshop store runs regular introductory Saturday games where you can come along, learn about the rules and take part in a game. If you're new to Warhammer Fantasy Battle, drop in to your local Games Workshop and ask them for more details – if you haven't started collecting an army yet, you'll even be able to play using the store's own painted miniatures. They'll be more than happy to answer all your questions, chat to you about this or any Games Workshop game, advise you on collecting armies, and give you tips to help you paint your models.

There's also a weekly Games Club at every store where you can meet other gamers and organise games using the store's gaming tables and terrain. Every store also runs a Warhammer Fantasy Battle League to find the best general in the area – each store's League-winner has a chance to represent his store at Games Day in September and possibly earn the title of National Warhammer Fantasy Battle Champion.



To collect your armies and play games of Warhammer Fantasy Battle, there's a huge range of superbly-detailed metal and plastic Citadel and Marauder Miniatures covering all the races of the Warhammer world. The miniatures range from boxed sets of plastic miniatures, like the Warhammer Regiments and Skeleton Army sets, to imposing metal kits of chariots, catapults and stone throwers, from the smallest Goblin to great Ogres and Giants, from men-at-arms, archers and mounted Knights to huge powerful Dragons.

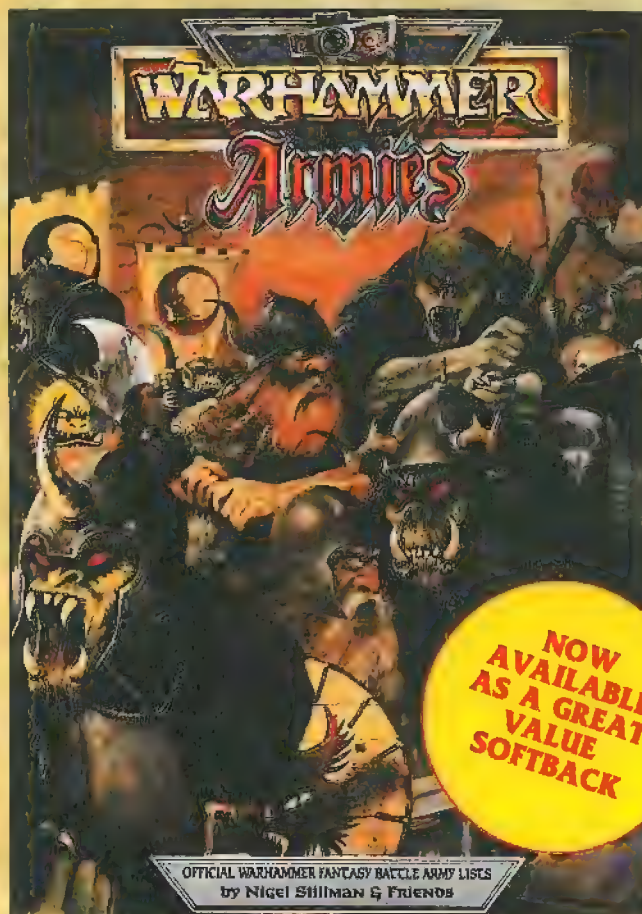
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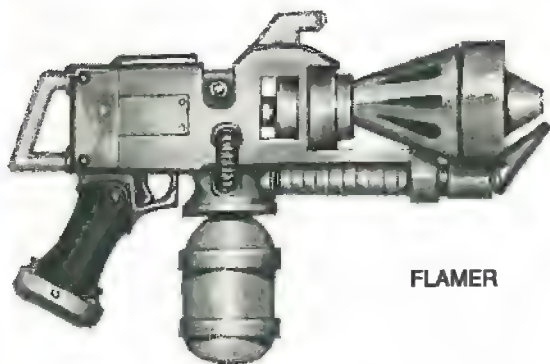
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CONFRONTATION®

In this issue we present the second and final part of the basic combat rules for our role-playing skirmish game *Confrontation* (the first part was printed in the last issue, *White Dwarf* 137). With the completion of the rules for tabletop fighting you are ready to pit your rival gangs against each other.



FLAMER

Of course there are many aspects to the game we haven't yet been able to publish, including full descriptions of the weapons and numerous special pieces of equipment. This information can wait until we have space to print it!

Meanwhile players who wish to explore the game more thoroughly can improvise new rules where necessary - we realise that *Confrontation* is quite a complex and demanding game and we expect that interested players will be prepared to cope with a certain amount of invention!

Confrontation is set on Necromunda, one of the most infamous of all the Hive Worlds in the Imperium. The game provides a detailed background based on Necromunda, but involving other aspects of the Warhammer 40,000 game in some manner.

For example, Space Marines maintain a token presence, whilst Necromunda's many strange religio-military cults provide plenty of scope for the interest of the Inquisition and Adeptus Arbites.

Necromunda is also one of the primary recruiting worlds for the Imperial Guard, Necromunda breeds tough fighters who are naturally recruited into Helmawr's personal army from where they are taken into the Imperial Guard. It is even rumoured that Orks live underneath one of the old abandoned Hives in the Ash Waste, the survivors of a spaceship crash some years ago.

Players can explore all of these possibilities by making up their own *Confrontation* rules using the Warhammer 40,000 rules to provide basic details. Remember both games are set in the Imperium - they share a common background which enables you to switch from one game system to another to fight battles of various sizes.

A further application of the *Confrontation* game is to take the action beyond Necromunda and into the rest of the galaxy. Of course, this will require the players to do a lot of the leg-work providing additional background material to cover new planets, organisations, creatures, and so on. It is extremely unlikely that we'll ever get around to producing *Confrontation* rules for everything (the Imperium is simply too vast!) but there's nothing to stop you using the rules to enact skirmishes between your favourite combatants.

Ultimately, *Confrontation* provides a solid core of game material from which you can build a fully detailed role-playing skirmish game in any part of the Imperium.



MARTIN MCKENNA

HAND-TO-HAND COMBAT

Hand-to-hand combat is the term we use to describe close quarter fighting where two or more opponents are within physical striking distance of each other. When fighting an opponent who is so near, characters will be able to strike with swords or similar close combat weapons, but they will also be able to use pistols and even larger firearms.

However, in the rough and tumble of hand-to-hand fighting, the chance of drawing a bead on your target is quite small, and a firearm may even prove to be a disadvantage.

Where models using firearms manage to land a successful blow, it is assumed they have fired a single shot at point blank range. Calculate hit location, penetration and damage in the same way as from a normal shot. A model with no obvious weapon in its hands must use its fists.

INITIATING COMBAT

When any model moves to within 1m ($\frac{1}{4}$ ") of an enemy model, either may initiate hand-to-hand combat. The player should declare that he is entering hand-to-hand combat, and the models are then said to be engaged in hand-to-hand or simply engaged.

As soon as models are engaged in hand-to-hand combat they become 'pinned' and may not move, fire weapons or do anything else for the remainder of the game sequence.

If a model is engaged in hand-to-hand combat before its turn of the current game sequence then tough luck! The character has lost the opportunity to act before his attacker pounces upon him. However, note that an attacked character may, assuming he has not already taken his turn, snap fire at his enemy as he approaches. This does not affect the model's subsequent ability to fight at close quarters.

HAND-TO-HAND COMBAT

All hand-to-hand combat is worked out at the end of the game sequence in what is called the hand-to-hand combat phase or simply the combat phase. The actual fighting may be thought of as occurring simultaneously to the shooting and moving, bullets and las-shots whizzing round the ears of the combatants as they struggle.

There is no reason why hand-to-hand combat shouldn't be worked out as soon as two or more models become engaged, other than that other models might subsequently join in and confuse the result. It is convenient therefore to work out the results of all hand-to-hand fighting together during the hand-to-hand combat phase.

RESOLVING THE COMBAT

Consider each combat individually. Normally two models will be engaged, although it is possible that three or more may be engaged together. These 'multiple combats' are slightly more complex, so they are dealt with later. For now we shall consider only those combats involving one model on each side.

Each combatant rolls a D100 and the following multipliers are applied. This roll is intended to reflect the greater hand-to-hand combat ability conferred by powered armoured suits and such like. A combat roll modifier is also applied to characters who wish to defend in hand-to-hand combat as described below. For example, a basic dice roll of 56 is doubled to 112 if wearing powered armour, and increased to 448 if wearing Terminator armour.

Wearing power armour	x2
Wearing Terminator armour	x4
Defending	x2

Each player rolls a D100 for the character and adds the character's WS. Each player then adds to his total any relevant modifiers shown on the chart below. The resulting total is the combat score. The model with the highest combat score is the winner, his opponent is the loser. The winner may now strike a single blow against his enemy, using whatever weapon he has at hand. The winner does not have to strike a blow if he doesn't wish to do so.

COMBAT MODIFIERS

Each engaged opponent above one	-50
Using a weapon in each hand	-30
Using a weapon left handed	-30
Each light wound	-20
Each serious wound	-60
Fighting from higher level than opponent	+20
Running into combat that turn	+20
Attacking opponent from behind	+50
Following-up after winning last combat	+40
Prone, lying down or otherwise floored	-100
Weapon is a pistol	+20
Weapon is a basic weapon	-20
Weapon is a heavy weapon	-50
Weapon is a sword	+100
Weapon is a power glove	+60
Weapon is a knife	+70
Weapon is bare fists or improvised weapon	-10



AUTOPISTOL

STRIKING A BLOW

The combatant who wins the combat engagement may strike a single blow. His percentage chance of hitting equals his unmodified weapon skill. If armed with a pistol or other firearm, a successful blow indicates that the loser has been hit at point blank range with a single shot. If the winner fails to land a blow he causes no damage, but may still push his enemy back or to the ground as described below.

If a successful blow is struck, determine the hit location exactly as for a shooting hit. Work out the penetration of armour and any resulting damage in exactly the same way (see Hit Location).

PUSH-BACKS

If a character loses in hand-to-hand combat he is overpowered by his enemy, and may be pushed aside or even thrown on the ground. The winning player rolls a D6 and consults the chart below. The result indicates the distance the loser is pushed backwards away from his enemy, as well as the percentage chance of the loser being pushed to the ground.

D6	Push back	Thrown to ground
1	2m (1")	5%
2	2m (1")	10%
3	3m (1½")	15%
4	3m (1½")	20%
5	4m (2")	30%
6*	5m (2½")	40%

Knock out. If the score indicates that the loser is pushed back 5m, and if the character is also thrown down onto the ground, a further D6 should be rolled. If the score is a 6 the loser has been knocked unconscious and will not recover until the game is over.

Push backs from powered armour. If a character is pushed-back by an enemy wearing powered or Terminator armour, all push back distances and the chance of being thrown to the ground are doubled.

Push backs from a power glove. If a character suffers a blow from a power glove, whether the weapon penetrates his armour or not, and is pushed-back as a result, his opponent is assumed to have a power-grip on the body area struck. As he is pushed away this part of him is torn away, irrespective of any armour worn. This usually kills outright, although a lucky character may survive the loss of a limb (chance of survival is 10% for an arm or leg torn off, 25% for a hand). In any case, the character is rendered unconscious until the battle is over.

Push-backs into objects. If a model is pushed-back into an impassable obstacle, such as a wall, he is rendered unconscious for the remainder of the game on the D6 score of a 6. Otherwise the model is simply halted by the obstacle. If a model is pushed-back over rough terrain, hedges, or any comparable feature, his chance of being thrown to the ground is doubled. If a model is pushed back into another character, both must roll to see if they are thrown to the ground with the same basic percentage chance as that of the model which is pushed-back; the model being pushed-back is halted by the clash. If a model is pushed-back into or against a moving vehicle he will take damage as if struck by the vehicle.

FOLLOW-UPS

The winner may immediately follow-up the pushed-back loser if the player wishes. The model is moved whatever distance is required to bring the two models back into an engaged position. The winner does not have to follow-up a beaten opponent if the player does not wish to do so, in which case the models will be further than 1m (¾") apart and consequently no longer engaged in combat.

CONTINUED COMBAT

If two models begin the game sequence within 1m (¾") either may elect to continue the engagement. The player must declare that the engagement is to continue in the procedure phase before models start to take their individual turns, otherwise it is assumed that models are free to move away as their turn is called. If the engagement is to continue, combatants remain pinned in position and do nothing until the hand-to-hand combat phase.



LASPISTOL



STUB GUN

BREAKING FROM COMBAT

It may well be that a character wishes to escape from a hand-to-hand combat he is losing, but is unable to get out of the engagement because his enemy has elected to continue fighting. The loser is allowed to simply turn tail and run off - although this is risky as his enemy may well succeed in striking him as he flees.

To break from combat, the loser takes his turn during the normal turn phase. The breaking model may only make moving actions, turning his back and running from his opponent as fast as he can. His opponent may strike one blow against him automatically, as if he had just won the combat.

If a character's opponent breaks in hand-to-hand combat then the character is prevented from taking a turn during that game sequence. Should the character be subsequently shot at during the remainder of the game sequence, then the hand-to-hand combat is still considered to be in progress, and the shot has an equal chance of hitting the character who has broken. This is because the break does not necessarily happen in an instant: the fleeing character may spend several seconds ducking and weaving, looking for a chance to make his dash.

DEFENDING

A character who is engaged in hand-to-hand combat may decide not to attempt to strike his opponent, contenting himself with merely defending his own person. In this case, he may then double his D100 dice throw. If he wins the combat, he may not strike a blow but may still push his opponent back as normal. However, he may not follow up a pushed-back opponent.

Note that characters moving into (and thereby initiating) combat that game sequence may not defend during that hand-to-hand combat phase.

MULTIPLE COMBATS

Where the combat involves several models from each side, all characters involved in the combat add the score of a D100 to their combat skill and apply the modifiers to establish their combat score as usual. Note down the result on a scrap of paper next to each model.

Now work through each model at a time in the order of their highest initiative value, in the same way as the normal turn sequence countdown. When the character's initiative is called, he may strike a single blow against an engaged enemy with a lower combat score. Roll to strike a blow and make all subsequent rolls as normal.

The model with the lowest combat score will, of course, be unable to strike a blow as the model/s he is engaged against will all have a higher combat result.

If a model has a lower combat score than all of the models he is engaged against, then the model is pushed-back. The model is pushed-back directly away from the enemy with the highest combat result.

If a model finds that all of his opponents have been pushed-back he may follow-up after any of them.

If neither of the two conditions above apply, push-backs and follow-ups are ignored and the model remains in place.

USING TWO WEAPONS

An individual may fight in hand-to-hand combat using a weapon in each hand. If the model wins the combat he may strike a single blow with each weapon, but the chance of striking a blow is halved with each.

FLOORED CHARACTERS

Once beaten to the ground, a character may only rise if his opponent did not win and follow-up during the combat phase of the previous game sequence. The character may automatically rise in the turn following that in which he was knocked down as long as he wins the combat or if his opponent fails to follow-up.

Note however that a floored character may be unable to rise because of wounds suffered. If the character is still engaged in hand-to-hand combat when he rises, he must defend during that combat phase.

WEAPON BREAKAGE

If the combat scores of both antagonists are equal, then they have parried each other's blows and the result is a draw. Each player rolls a D6, and any model equipped with a power weapon adds a further D6 to his score.

If one combatant's score is double or more that of his opponent, the enemy's weapon has been broken and is useless.

If a model has no weapon, it is assumed he has successfully dodged his opponent's blows and there is no further effect.

UNCONSCIOUS OPPONENT

If an opponent is unconscious, prone, or otherwise unable to defend himself, the attacker hits automatically. In addition, there is no need to roll for location of the blow, as the attacker may choose where he hits. Roll for penetration and damage as normal (see Hit Location).

BITES AND ANIMAL ATTACKS

Animals bite or claw their combat opponents as their normal attack, and so do not suffer a penalty for using 'improvised weapons'. Damage may be resolved on any appropriate damage chart, depending on the size of the animal.

This is left to the players to resolve. Humans may also bite and gouge, but always count as using improvised weapons and damage is resolved on Damage Chart 1. Biting and gouging are really assumed to take place as normal improvised fighting.

HIT LOCATION

In Confrontation combat every part of the character's body is considered as a different location and a hit on one area of the body will have very different effects to a hit on another. For example, a hit to the leg might stop someone walking but will probably not kill them. On the other hand a head hit is most likely to kill a character or at least knock him out.

Once it has been established that the firer has hit his target, determine where the shot has struck by rolling a D100 and consulting the chart below.

Dice Throw	Hit Location	
01-10	Head	
11-20	Arm	Right Arm
21-30		Left Arm
31-50	Body	Chest
51-70		Abdomen
71-85	Leg	Right Leg
86-00		Left Leg

If the location is protected by armour a separate roll must be made to penetrate the armour before the damage can be worked out. If the location is unarmoured, go straight to the damage effect chart for that location.

If the location indicated is protected by some form of cover, such as a wall, undergrowth, or part of a vehicle, then the shot has hit the cover rather than the character. This is why cover is so important in combat. If you can conceal most of yourself behind a solid wall then you are much more likely to survive.

If a shot hits cover the firer must make a separate roll to see if the shot penetrates the cover or not. If the cover is penetrated, then work out the result of the hit as normal, except add +10 to the damage effect dice score to take into account the loss of velocity or power of the shot (see Damage).

Generally speaking it will be easy to imagine whether cover conceals part of the target's body. Common sense will also dictate whether parts of the body are exposed or not. Ultimately this is left to the players to decide. However, to help clarify the possibilities players might like to consult the diagrams below.

Firing from corner the character's legs and abdomen are covered



Observing over cover the character's head is exposed



Kneeling behind cover the character's legs, abdomen, and chest are covered.

Observing round a corner the character's head is exposed



Standing behind cover the character's legs and abdomen are covered



Firing kneeling from a window the character's legs, abdomen, chest and 1 arm are covered



Firing standing from a window the character's legs, abdomen and 1 arm are covered.



PENETRATION

A target wearing some form of protection, either a physical defence such as power armour or an energy field defence such as refractor armour, is referred to as *armoured*. Once an armoured target is hit it will be necessary to penetrate the armour before damage can be caused. If a target is protected by a wall, vegetation or other cover, this must also be penetrated before going on to penetrate armour, and damage the target.

The basic percentage chance of penetrating each sort of armour is given below. No attempt has been made to describe the various types of armour or provide special rules at this point. For a complete description of armour and weapons see the Armoury section.

BASIC PENETRATION TABLE

Armour	% chance of Penetrating Armour	Type of Armour
Ch Chainmail	60%	Primitive
F Flak	50%	Physical
M Mesh	30%	Physical
Pl Plate	30%	Primitive
RF Refractor field	30%	Energy
S Shield/buckler	30%	Primitive
Ca Carapace	25%	Physical
CF Conversion field	20%	Energy
DF Displacer field	20%	Energy
P Power armour	20%	Physical
T Terminator	15%	Physical
PS Powershield	20%	Energy
hc Hard Cover	20%	Cover
sc Soft Cover	50%	Cover

ARMOUR MODIFIERS

Some sorts of weapon are better at penetrating specific types of armour, whereas some armours are virtually immune from some kinds of weapon. To represent this, there are a number of additional modifiers according to the armour type of the target. These are given in the Armour Modifiers Table. Armour types are divided into three kinds: primitive, physical and energy as discussed in more detail later. Cover is the fourth category and is used to determine a weapon's ability to cut through cover.

RANGE MODIFIERS

Some weapons are more capable of penetrating armour at short range than at long range. Lasers, for example, tend to lose energy over long distances, and the same is true of weapons which fire a conventional round, such as bullets, flechetts or armour piercing (AP) shells. Bolts from a bolt gun, on the other hand, take a few metres to reach their maximum velocity but maintain that velocity over most of their range.

The Range Modifiers Table gives the modifier applying at different ranges for individual weapons. Players of Warhammer 40,000 should note that ranges in Confrontation do not always correlate directly to those

in WH40K. This is because the way in which hit and effect are represented are slightly different in the two games. As with the armour types we have not attempted to describe the various weapons at this point and players are directed to the Armoury section for further details.

MIN/MAX PENETRATION

If the chance of penetrating armour or cover is 100% or more, then the armour/cover is automatically penetrated. If the chance of penetrating armour or cover falls below 1% roll the dice anyway, as there is assumed to be a minimum 1% chance to penetrate regardless of the weapon, range, and armour type.

DUCKBACK

If a shot fails to penetrate a character's armour or cover, no damage is caused and the character is unhurt. However, a character saved by his armour or cover may be forced to *duckback* - the sudden shock of a bullet flying off his armour makes the character flinch away.

If a character is hit but the shot fails to penetrate his armour or cover then the duckback rule applies. If the character is hit and suffers damage then the duckback rule does not apply even where some shots penetrate and others don't.

A character hit by a shot which fails to penetrate his armour or cover makes a duckback test as follows. If hit by several shots only one test is necessary. For each hit add the increment indicated on the chart below. As you can see, the increment varies depending on the armour type hit and the type of weapon. In some cases a character may be hit in several locations and so may add different increments - eg power armour and cover.

DUCKBACK TABLE

ARMOUR	HIT BY WEAPON TYPE			
	Missile	Bolter	Grenade	Other
Dreadnought armour	+10%	+5%	+5%	+5%
Terminator armour	+25%	+15%	+10%	+10%
Power armour	+25%	+20%	+15%	+15%
Other armour/fields	+30%	+25%	+25%	+20%
Cover	+35%	+25%	+25%	+25%

Add up the increments to reach a total. Eg 1 laser hit on a power armoured arm and two hits to cover = 65%, 1 missile hit to power armour and 2 to cover = 95%. The total is the percentage chance of the character being forced to duckback. Use a D100 to make the test.

If he is behind cover a character who is forced to duckback will immediately kneel or lie down so that he can neither see nor be seen if possible. The character may do nothing during his following individual turn and may not snap fire until his following individual turn has been missed.

If he is not behind cover a character will make an immediate action to run to cover and hide exactly as described above. If there is no cover within a single run action (normally 6m or 3") the character will dive prone. In both cases the character loses his next individual turn except that a character who has dived to the floor may continue to crawl towards cover.

A character engaged in hand-to-hand combat who becomes subject to a duckback result may only fight defensively. A gang's leader, representing as he does the player himself, is not subject to the duckback rules. You can bravely hold your head up in the face of mortal danger, leap in front of bullets, and ignore the laser shots and bolt shells as they bounce off your armour.

ARMOUR MODIFIERS TABLE

WEAPON	Primitive	Physical	Energy	Cover
LASERS				
Laspistol	+10	+10	-10	-20
Lasgun	+15	+15	-5	-10
Lascannon	+100	+100	+75	+50
Multilaser	+30	+30	+10	+0
BOLT WEAPONS				
Bolt Pistol	+30	+30	+0	+30
Boltgun	+30	+30	+0	+30
Heavy Bolter	+30	+30	+0	+30
CONVENTIONAL				
Stub gun	+0	+0	+0	+0
Heavy Stubber	+25	+25	+0	+25
Autopistol	+0	+0	+0	+0
Autogun	+10	+10	+0	+10
Autocannon	+100	+100	+25	+100
Shotgun	+0	+0	+0	+0
Alternative Shotgun ammo:				
Flechet	+0	-5	+0	-5
Dum-dum	+0	-10	+0	+0
Explosive	+20	+10	-10	-10
AP	+50	+25	+0	+10
SHURIKEN				
Shuriken pistol	+75	+50	+0	+10
Shuriken catapult	+75	+50	+0	+10
Shuriken cannon	+100	+75	+10	+50
OTHER				
Hand Flamer	+0	+0	+20	+10
Flamer	+10	+10	+50	+20
Hand Bow	-10	-20	-20	-20
Melta-gun	+50	+50	-20	+50
Multimelta	+75	+75	+10	+75
Needle Pistol	-5	-10	+0	-30
Needler	+0	-5	+0	-20
Plasma Pistol	+25	+25	-10	+25
Plasma Gun	+25	+25	-10	+25
Heavy Plasma Gun	+30	+30	-10	+50
CLOSE COMBAT				
Chainsword	+0	-10	-10	-10
Sword	-10	-20	-10	-20
Knife	-20	-30	-10	-20
Powersword	+10	+10	-10	+10
Poweraxe	+20	+20	-10	+20
Powerglove	+75	+75	-10	+75
GRENADES				
Krak	+50	+25	+50	+25
Frag	+10	+0	+50	+10
Haywire	+0	+0	+90	+0
Melta-bomb	+70	+35	+50	+35
Plasma	+20	+20	+50	+35
MISSILES				
Krak Missile	+50	+25	+50	+25
Frag	+10	+0	+50	+10
Haywire	+0	+0	+90	+0
Melta-missile	+70	+35	+50	+35
Plasma	+20	+20	+50	+35

RANGE MODIFIERS TABLE

WEAPON	RANGE (IN METRES/INCHES)					Max range of weapon
	+0-5m (0-2½")	5-10m (2½-5")	10-20m (5-10")	20-50m (10-25")	50m+ (25"+)	
LASERS						
Laspistol	+10	+0	-10	-20	-40	160m (80")
Lasgun	+10	+0	-5	-15	-20	480m (240")
Lascannon	+50	+25	+15	+0	-10	5000m (2500")
Multilaser	+40	+0	-5	-15	-20	1200m (600")
BOLT WEAPONS						
Bolt Pistol	-5	+0	+0	+0	+0	800m (400")
Boltgun	-5	+0	+0	+0	+0	800m (400")
Heavy Bolter	-5	+0	+0	+0	+0	800m (400")
CONVENTIONAL						
Stub gun	+5	+0	-15	-30	-45	60m (30")
Heavy Stubber	+10	+5	+0	-10	-20	800m (400")
Autopistol	+5	+0	-20	-35	-50	160m (80")
Autogun	+5	+0	-5	-10	-20	1000m (500")
Autocannon	+40	+20	+10	+0	-10	3000m (1500")
Shotgun	+0	-5	-20	-40	-60	200m (100")
Other ammo for shot gun:						
Flechet	-5	-5	-15	-30	-60	200m (100")
Dum-dum	-10	-10	-15	-20	-25	200m (100")
Explosive	+5	+5	+5	+5	+5	200m (100")
AP	+15	+10	+10	+10	+10	200m (100")
SHURIKEN						
Shuriken pistol	+10	+0	-15	-30	-45	120m (60")
Shuriken catapult	+10	+0	-5	-10	-20	480m (240")
Shuriken cannon	+20	+0	+0	-5	-10	1200m (600")
MISSILE LAUNCHER						
Krak Missile	+40	+40	+30	+30	+20	2400m (1200")
Frag	+30	+30	+20	+20	+10	2400m (1200")
Haywire	+30	+30	+20	+20	+10	2400m (1200")
Melta-missile	+40	+40	+30	+30	+20	2400m (1200")
Plasma	+100	+100	+100	+100	+100	2400m (1200")
GRENADE THROWN						
Krak Grenade	+20	+20	+20	+20*	-	30m (15")
Frag	+10	+10	+10	+10*	-	30m (15")
Haywire	+10	+10	+10	+10*	-	30m (15")
Melta-bomb	+20	+20	+20	+20*	-	30m (15")
Plasma	+100	+100	+100	+100*	-	30m (15")
*Note that maximum range is 30m (15")						
GRENADE LAUNCHER						
Krak Grenade	+20	+20	+20	+20	+20	1200m (600")
Frag	+10	+10	+10	+10	+10	1200m (600")
Haywire	+10	+10	+10	+10	+10	1200m (600")
Melta-bomb	+20	+20	+20	+20	+20	1200m (600")
Plasma	+100	+100	+100	+100	+100	1200m (600")
OTHER						
Hand Flamer	+10	-10	-50	-	-	20m (10")
Flamer	+10	+0	-25	-50	-	50m (25")
Hand Bow	+0	-5	-20	-40	-60	60m (30")
Melta-gun	+40	+15	-5	-75	-	50m (25")
Multimelta	+50	+25	+0	-25	-75	480m (240")
Needle pistol	+0	-10	-20	-40	-90	160m (80")
Needler	+0	-5	-10	-15	-20	480m (240")
Plasma Pistol	+0	+25	+10	-25	-90	180m (90")
Plasma gun	+0	+25	+10	-25	-90	480m (240")
Heavy Plasma gun	+0	+30	+20	-10	-50	2000m (1000")



JOHN BLANCHE

DAMAGE

Once a character has been hit and his armour penetrated, assuming he is wearing any, then he will suffer damage of some kind. As Confrontation combat is very realistic any character who suffers damage will tend to be pretty much out of the game unless he is very lucky indeed.

To determine the result of a hit first find the chart appropriate for the weapon. Bolt guns are found on Chart 3, for example. The higher the chart number then the greater is the chance of the weapon killing or seriously injuring its target.

Having found the chart, roll a D100 and cross reference the score with the body area hit. If the target lies behind penetrated cover, +10 is added to the dice roll thereby decreasing the chance of suffering a killing or serious wound. This represents the partial protection offered by cover.

Note that the results of wounds will often apply for the remainder of the encounter. It is possible to recover from wounds over time, but this may take days, weeks or even months, and so has no bearing on the current game.

DEAD

The character is dead and the model is removed from play. Where possible the character should be replaced by a special fallen model to indicate the position of the corpse.

SERIOUS

Serious wounds have a debilitating effect for the remainder of the game. They represent major flesh wounds, broken bones, first degree burns and damage of a generally serious nature. When a character receives a serious wound the model is knocked down unconscious and may do nothing. There is a 25% chance that the character will remain unconscious for the rest of the game. If already suffering one or more serious wounds add an extra 25% for each serious wound already sustained.



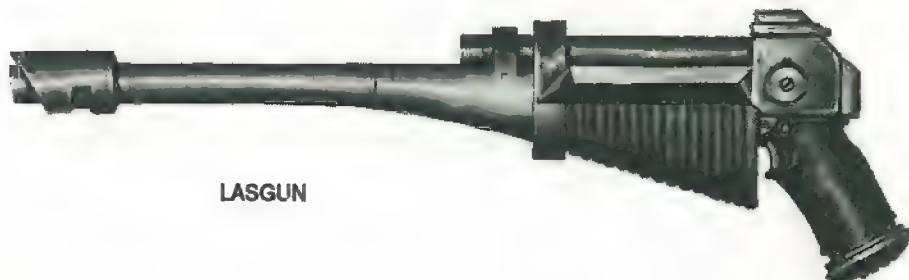
BOLT PISTOL

Otherwise an unconscious model remains unconscious until the player rolls a D6 during the procedure phase of a following game sequence. The character also loses -10 from his initiative, -40% from his firing to hit chance and -60% from his hand-to-hand combat score. These penalties apply for the rest of the game and are cumulative with other wound penalties.

Legs and arms. Upon recovering consciousness any limbs bearing serious wounds are useless for the remainder of the game. A character with a serious leg wound may hobble forward at up to half walking speed only (1m/¼" per action). If both legs are seriously wounded the character is reduced to dragging himself along at crawling rate.

Chest and abdomen. Upon recovering consciousness the character is unable to perform any running action. The character is unable to take up heavy items of equipment, and if carrying a heavy item of equipment is reduced to a crawl.

Head. Upon recovering consciousness the character doubles the time taken to perform any action - so activities which normally take up 1 action now taken up 2, those which normally take up 2 will take up 4, and so on.



LASGUN

LIGHT

Light wounds have a temporary debilitating effect in most cases, causing a moment's distraction or concern rather than permanent injury. A light wound is essentially a lucky scrape typically involving a flesh wound, bruising, superficial cuts, or minor burns. Such wounds aren't as destructive or traumatising as a serious wound and may be 'shrugged off' for a while.

Any character receiving a light wound may perform only 1 action in his following individual turn and may only fight defensively in the following hand-to-hand combat phase. These are not permanent effects but apply only for the following turn/combat phase. In addition the character loses -4 from his initiative, -15% from his firing to hit chance and -20% from his hand-to-hand combat score. These modifiers apply for the rest of the game and are cumulative with other penalties.

Arm. Any character receiving a light wound to an arm will drop anything carried by that arm. A basic weapon or a piece of equipment carried in two arms will be dropped on the D6 roll of a 4, 5 or 6 if one arm is hit. Heavy items (20-50 kilos) and heavy weapons are dropped automatically.

Leg. Any character receiving a light wound to the leg will be brought to the ground 50% of the time. If the character is wounded in only one leg his speed is reduced to two thirds normal - ie walk 2m (1") and run 4m (2") per action. If both the character's legs are wounded he is reduced to half move rate in the same way as a serious wound.

BLIND

A blinded character may move at half rate in a random direction - this can be determined in any suitable way the players wish. The character may fire weapons in a random direction - again the players should determine this to their satisfaction. If engaged in hand-to-hand combat the character must fight defensively, but does not double his combat score as he normally would when fighting in this way. Lost sight may sometimes be recovered, but not until the encounter is over.

DISABLED

The disabled result applies to hits sustained to the abdomen only and not hits on the chest. Gut wounds rarely kill outright, even when quite serious, but are extremely painful and can make it almost impossible to move. In addition, of course, the victim is aware that his chances of survival are low and this will make him panic.

Comparable chest results are assumed to represent broken bones or loss of muscle tissue rather than major damage to internal organs (which is generally fatal).

Work out damage caused by the serious wound as described above. When the character recovers consciousness he is unwilling or unable to fight. If in a position of relative safety he will remain still. If in danger he may crawl at up to a half rate. He will only fire to defend himself, halving his normal chance of hitting.

CHART 1

Hand bow, Sword, Knife, Fists or improvised hand-to-hand combat weapons, Frag grenades and Frag missiles.

D100	Head	Body	Limb
01-10	Dead	Dead	Serious
11-20	Dead	Dead	Serious
21-30	Serious	Serious	Light
31-40	Serious	Serious	Light
41-50	Serious	Serious	Light
51-60	Serious	Serious	Light
61-70	Serious	Light	Light
71-80	Serious	Light	Light
81-90	Light	Light	Light
91-00	Light	Light	Light

CHART 2

Laspistol, Stubgun, Autopistol, Autogun, Shotgun, AP ammo, Flamer, Handflamer.

D100	Head	Body	Limb
01-10	Dead	Dead	Serious
11-20	Dead	Dead	Serious
21-30	Dead	Dead	Serious
31-40	Dead	Serious	Serious
41-50	Serious & Blind	Serious	Serious
51-60	Serious	Serious	Light
61-70	Serious	Serious	Light
71-80	Serious	Light	Light
81-90	Serious	Light	Light
91-00	Light	Light	Light

CHART 3

Lasgun, Bolt pistol, Boltgun, Heavy Bolter, Heavy Stub, Shuriken pistol, Shuriken catapult, Explosive ammo, Dum-dum ammo. Chainsword.

D100	Head	Body	Limb
01-10	Dead	Dead	Dead
11-20	Dead	Dead	Serious
21-30	Dead	Dead	Serious
31-40	Dead	Dead	Serious
41-50	Dead	Serious & Disabled	Serious
51-60	Serious & Blind	Serious	Serious
61-70	Serious	Serious	Serious
71-80	Serious	Serious	Light
81-90	Serious	Light	Light
91-00	Serious	Light	Light

CHART 4

Multilaser, Autocannon, Shuriken cannon, Plasma pistol, Plasma gun, Melta gun, Flechet ammo. Plasma grenades/missiles, Power sword, Power axe.

D100	Head	Body	Limb
01-10	Dead	Dead	Dead
11-20	Dead	Dead	Dead
21-30	Dead	Dead	Dead
31-40	Dead	Dead	Dead
41-50	Dead	Dead	Serious
51-60	Dead	Serious & Disabled	Serious
61-70	Serious & Blind	Serious	Serious
71-80	Serious*	Serious	Serious
81-90	Serious*	Light	Light
91-00	Serious	Light	Light

* and Blind if hit with a plasma weapon

CHART 5

Multimelta, Heavy Plasma Gun, Conversion Beamer, Crack grenades, Power Glove.

D100	Head	Body	Limb
01-10	Dead	Dead	Dead
11-20	Dead	Dead	Dead
21-30	Dead	Dead	Dead
31-40	Dead	Dead	Dead
41-50	Dead	Dead	Dead
51-60	Dead	Dead	Dead
61-70	Dead	Dead	Serious
71-80	Dead	Serious & Disabled	Serious
81-90	Serious & Blind	Serious & Disabled	Serious
91-00	Serious	Serious	Serious

CHART 6

Lascannon. Melta grenades, Melta missiles.

D100	Head	Body	Limb
01-10	Dead	Dead	Dead
11-20	Dead	Dead	Dead
21-30	Dead	Dead	Dead
31-40	Dead	Dead	Dead
41-50	Dead	Dead	Dead
51-60	Dead	Dead	Dead
61-70	Dead	Dead	Dead
71-80	Dead	Dead	Dead
81-90	Dead	Dead	Serious
91-00	Dead	Dead	Serious

SURVIVAL OF THE FITTEST

After any Confrontation combat game it is quite likely that members of a player's gang will have sustained wounds. Some of these wounds may have temporarily prevented a combatant from continuing to fight, but have no long term effects after that particular game. Other, more serious wounds, may have long term effects which will affect the development of the gang and need to be resolved before the next game. Because the object of the Confrontation game is to create and steer your gang over a number of games it is of considerable importance what happens to casualties.

RESCUING THE WOUNDED

During the Confrontation game wounded combatants may be scattered across the battle zone and unable to move. If they are to have a chance of surviving to fight another day they must be rescued. This is only possible if their side wins the game and remains in possession of the battle zone after the fighting is over, or if their comrades drag them to safety during the game.

Wounded characters who are abandoned in the battle zone will be at the mercy of the winning side and prey to all manner of hive world vermin drawn from their holes at the prospect of carrion.

LIGHT WOUNDS

The effects of light wounds are temporary and last only for the duration of the game in which they were sustained. The initial shock and discomfort of a light wound will impair an individual's fighting ability for the rest of the battle, but after the battle he can be expected to recover, benefitting from rest and the attention of his comrades. After the game in which light wounds were received, and before the next game, a lightly wounded character will:

1. Recover full movement ability.
2. Recover full initiative level.
3. Recover full weapon skill.
4. Recover full ballistic skill.
5. Be embellished with scars appropriate to his wounds.

Scars can be painted on the figure to endow him with a frightening and awesome appearance. They are a source of pride to many gang fighters and a character with prominently displayed scars on the face can add 1 prestige point to his prestige value. If the character has received a light head wound he will gain a prominent and prestigious facial scar on a D6 score of 5 or 6.

SERIOUS WOUNDS

A serious wound will initially have a drastic effect on a character due to shock and disablement, and he will often be rendered incapable of taking further action.

Serious wounds also have long term effects. A seriously wounded character may eventually succumb to his wounds, completely recover or make only a partial recovery which will leave his fighting ability permanently impaired. If a partial recovery is made, the character may regain fighting ability which was lost in the initial shock of the wound.

To determine the long term effects of serious wounds, roll a D6 for each part of the body which has been wounded, regardless of how many wounds have been taken on that part, and consult the Wound Recovery Chart. If more than one part of the body has been wounded, the effects on the character as a whole are cumulative. For example: a character rolls 5 for his serious arm wound (-10 WS and -10 BS) and 3 for his serious body wound (-3 I and -30 WS). The cumulative effect will be -1 I, -40 WS and -10 BS.

MEDICAL ATTENTION

If a seriously wounded individual receives medical aid quickly this can greatly reduce the long term effects of the wound. If a seriously wounded character is reached by a comrade carrying a medi-pack within D6 game sequences of sustaining the wound (roll when the wound is suffered), the character may add 3 to the D6 roll when testing for the long term effects of a serious wound. The modifier is added for each wound treated.

If a character does not receive rapid medical treatment on the battlefield, but the gang is in possession of a medi-pack, the character may be assumed to benefit from medical treatment after the battle (providing the wounded character was not abandoned on the tabletop if his gang was defeated). Late medical treatment will have the effect of adding 1 to the D6 roll per wound when testing for long term effects of serious wounds.

BIONICS

Badly maimed characters may be able to regain some of their fighting ability by the implantation of bionic parts. These are very rare and expensive on Necromunda and the skill required to make the implant is even rarer. Of course there are some gangs and stratas of society that can get bionic parts more easily than others.

Bionics may be acquired by the gang through trade (see the traded equipment charts), subject to availability and cost. They cannot be implanted unless one of the gang members learns how to perform the necessary operation (implant skill) or until the gang locates someone with the skill who is willing to perform the operation for a fee. This will usually be done by corrupt members of the technocratic classes in the upper hab layers, or people who have found their way into the undercity. A Technogang is always assumed to have the skill to implant bionics among its members.

WOUND RECOVERY CHART

LEG WOUND

- | | |
|---|---|
| 1 | -5 Initiative. Leg is useless. Cannot run. $\frac{1}{2}$ walking speed. |
| 2 | -4 Initiative. |
| 3 | -3 Initiative. |
| 4 | -2 Initiative. |
| 5 | -1 Initiative. |
| 6 | Full recovery. |

ARM WOUND

- | | |
|---|--|
| 1 | Arm is useless. Unable to carry heavy equipment. |
| 2 | -50 Weapon Skill, -50 Ballistic Skill. |
| 3 | -30 Weapon Skill, -30 Ballistic Skill. |
| 4 | -20 Weapon Skill, -20 Ballistic Skill. |
| 5 | -10 Weapon Skill, -10 Ballistic Skill. |
| 6 | Full recovery. |

HEAD WOUND

- | | |
|---|--|
| 1 | No recovery. Character dies of wound. |
| 2 | -4 Initiative and Erratic Behaviour (see below). |
| 3 | -3 Initiative. |
| 4 | -2 Initiative. |
| 5 | -1 Initiative. |
| 6 | Full recovery. |

BODY (CHEST/ABDOMEN) WOUND

- | | |
|---|---|
| 1 | No recovery. Character dies of wound. |
| 2 | -4 Initiative. -40 Weapon Skill. Cannot run and is unable to carry heavy equipment. |
| 3 | -3 Initiative. -30 Weapon Skill. |
| 4 | -2 Initiative. -20 Weapon Skill. |
| 5 | -1 Initiative. -10 Weapon Skill. |
| 6 | Full recovery. |

BLINDED

- | | |
|---|--|
| 1 | No recovery. Blinded in both eyes. |
| 2 | -5 Initiative. -50 Weapon Skill. -50 Ballistic Skill. Recover vision in one eye. Arc of visibility reduced to 30°. |
| 3 | -3 Initiative. -30 Weapon Skill. -30 Ballistic Skill. Recover vision. Arc of visibility reduced to 60°. |
| 4 | -2 Initiative. -20 Weapon Skill. -20 Ballistic Skill. Recover vision. |
| 5 | -1 Initiative. -10 Weapon Skill. -10 Ballistic Skill. Recover vision. |
| 6 | Full recovery. |

As with light wounds, all serious wounds leave scars on the appropriate part of the body. If the character survives a serious head wound he will gain a prominent and prestigious facial scar on a D6 score of 5 or 6.

BS/WS penalties applied to arm wounds only affect weapons used in that arm.

In cases of characters with leg or arm wounds or blinded characters, a roll of 1 or 2 means that the disablement is serious enough to justify considering bionics.

If a bionic part is subsequently obtained for the character then roll again on the chart using a D6 and adding 3 to the score in order to determine the character's modified fighting ability with the aid of bionics.

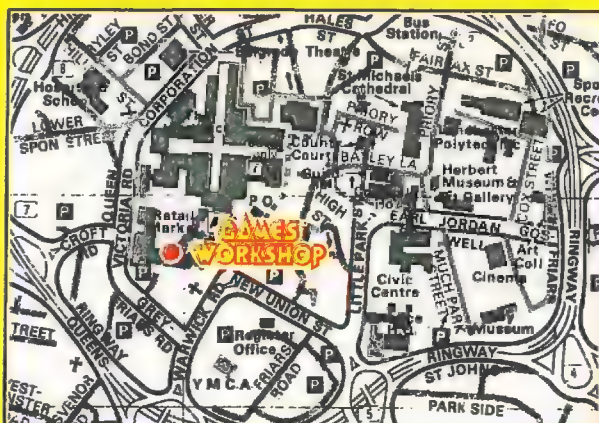
Erratic Behaviour. On the roll of a 2, 3, 4, or 5 a serious head wound leaves the character with impaired reactions and judgement. This is represented by reduced initiative. On a score of 2, the character's head wounds result in erratic behaviour. Roll a D6 to determine the type of behaviour.

D6	Result	Description
1	Reckless	The character becomes recklessly if not manically brave. He stubbornly refuses to wear armour or helmet and ignores the morale and duckback rules.
2	Fear	The character becomes irrationally fearful. He will not move into hand-to-hand combat and if engaged in hand-to-hand combat will only fight defensively and will not strike blows himself.
3	Confusion	The character is subject to moments of confusion. If a double is rolled on any dice, by any player at any time during the game, the character will spend his following individual turn inactive and doing nothing regardless of any danger he may be in. The character may do nothing until he has spent this turn inactive. He may not snap fire for example, but he is not affected by morale or duckback rules during this time.
4	Hatred	The character becomes irrationally and indiscriminately hateful. He will never take live captives, even if this is the objective of the gang as a whole. He will go out of his way to slay wounded enemies within 12 metres of himself and priority must be given to moving the character into contact with these regardless of any danger or of the opportunity to do something more sensible.
5	Heroism	The character becomes insanely combat happy and heroic. He refuses to use any weapons except hand-to-hand combat weapons and will always move into hand-to-hand combat if he has the opportunity to do so.
6	Struck Dumb	The character is struck dumb - he is quite unable to talk and can communicate only with simple prearranged signs. He also loses any psychic powers he may have had. A communicator would be useless to him.

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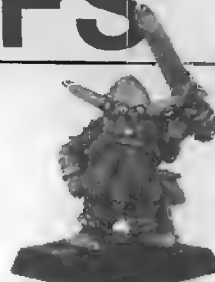
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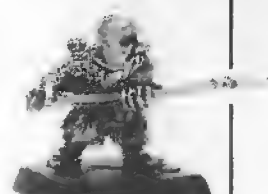
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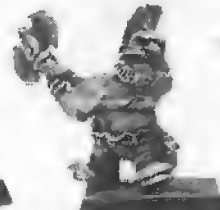
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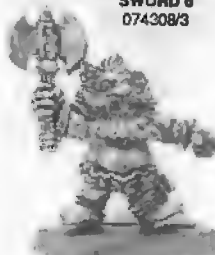
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074311/9



SLAYER AND SWORD
074311/2



SLAYER WITH SWORD
AND AXE
074311/1



SLAYER AND AXE 3
074311/4



SLAYER AND AXE 4
074311/6



SLAYER AND AXE 5
074311/3



SLAYER AND AXE 6
074311/5

TERMINATORS

Designed by Jes Goodwin



GREY KNIGHT 1
(SHOWN AS AN EXAMPLE WITH GREY KNIGHT
RIGHT ARM 1, GREY KNIGHT LEFT ARM 1 AND
NEMESIS FORCE HALBERD)



GREY KNIGHT 2
(SHOWN AS AN EXAMPLE WITH GREY KNIGHT
RIGHT ARM 2, GREY KNIGHT LEFT ARM 2,
SHIELD 1 AND NEMESIS FORCE HALBERD)



GREY KNIGHT 3
(SHOWN AS AN EXAMPLE WITH GREY KNIGHT
RIGHT ARM 3, GREY KNIGHT LEFT ARM 3, SHIELD 1
AND NEMESIS FORCE GREAT SWORD)



**NEMESIS FORCE
HALBERD**
070204/4



**NEMESIS FORCE
GREAT SWORD**
070243/11



**GREY KNIGHT
RIGHT ARM 1**
070204/1



**GREY KNIGHT
LEFT ARM 1**
070204/3



**GREY KNIGHT
RIGHT ARM 2**
070243/7



**GREY KNIGHT
LEFT ARM 2**
(WILL TAKE SHIELD)
070243/9



**GREY KNIGHT
RIGHT ARM 3**
070243/8



**GREY KNIGHT
LEFT ARM 3**
(WILL TAKE SHIELD)
070243/10



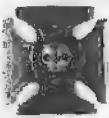
SHIELD 1
070243/13



CLOSE COMBAT
(SHOWN AS AN EXAMPLE WITH
THUNDER HAMMER, SHIELD MOUNT
ARM AND STORM SHIELD 2)



CLOSE COMBAT
(SHOWN AS AN EXAMPLE WITH
RIGHT POWER CLAW AND
LEFT POWER CLAW)



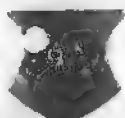
STORM SHIELD 1
070204/24



THUNDER HAMMER
070204/15



RIGHT LIGHTNING CLAW
070204/13



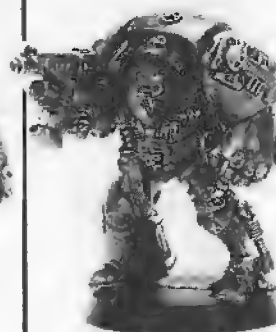
STORM SHIELD 2
070204/17



SHIELD MOUNT ARM
070204/16



LEFT LIGHTNING CLAW
070204/14



INQUISITOR
(SHOWN AS AN EXAMPLE WITH
COMBI-WEAPON ARM AND INQUISITOR
POWER FIST WITH DIGITAL WEAPONS)



DAEMON HUNTER
(SHOWN AS AN EXAMPLE WITH
PSYCANON ARM AND
FORCE ROD ARM)



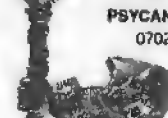
COMBI-WEAPON ARM
070204/18



PSYCANON ARM
070204/21



**INQUISITOR POWER FIST
WITH DIGITAL WEAPONS**
070204/20



FORCE ROD ARM
070204/23

TERMINATORS

Designed by Jes Goodwin

To make your own Terminators, you can order any of these Terminator pieces separately by Mail Order. For each Terminator you'll need one body, one left arm and one right arm - in some cases, you can add a shield and with the Grey Knight arms you'll also need a separate Nemesis Force weapon. For example, if I want a Traitor Librarian, I might choose Traitor Terminator Body 1, Grey Knight Fight Arm 2, Grey Knight Left Arm 3, the Nemesis Force Great Sword and Shield. 2. If you want any of the example models as shown, just order the relevant body plus the parts listed beneath it.



TRAITOR CAPTAIN
(SHOWN AS AN EXAMPLE WITH
DAEMON SWORD AND TRAITOR
STORM BOLTER 1)



TRAITOR 1
(SHOWN AS AN EXAMPLE WITH
TRAITOR CHAIN FIST AND
TRAITOR STORM BOLTER 2)



TRAITOR 2
(SHOWN AS AN EXAMPLE WITH
TRAITOR POWER FIST AND
TRAITOR STORM BOLTER 2)



TRAITOR 2
(SHOWN AS AN EXAMPLE WITH
TRAITOR ASSAULT CANNON AND
TRAITOR POWER FIST)



TRAITOR STORM BOLTER 1
070243/2



DAEMON SWORD
070243/4



TRAITOR STORM BOLTER 2
070204/7



TRAITOR POWER FIST
070204/9



TRAITOR HEAVY FLAMER
070243/15



TRAITOR POWER SWORD
070243/14



TRAITOR ASSAULT CANNON
070243/1



TRAITOR CHAIN FIST
070204/11



CYCLONE
(SHOWN AS AN EXAMPLE WITH
STORM BOLTER ARM 1 AND MISSILE
TARGETER ARM)



MISSILE TARGETER ARM
070204/5



TERMINATORS

Designed by Jes Goodwin



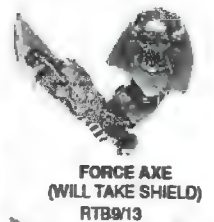
CAPTAIN
(SHOWN AS AN EXAMPLE WITH
STORM BOLTER ARM 2 AND CAPTAINS
POWER FIST WITH GRENADE LAUNCHER)



MARINE 1
(SHOWN AS AN EXAMPLE WITH
STORM BOLTER 1, SHIELD 3 AND
SERGEANT POWER SWORD ARM)



LIBRARIAN
(SHOWN AS AN EXAMPLE WITH
NEMESIS FORCE AXE, SHIELD 3
AND STORM BOLTER 1)



FORCE AXE
(WILL TAKE SHIELD)
RTB9/13



SERGEANT POWER SWORD ARM
(WILL TAKE SHIELD)
RTB9/14



MARINE 2
(SHOWN AS AN EXAMPLE WITH
STORM BOLTER 1 AND CHAIN FIST)



MARINE 3
(SHOWN AS AN EXAMPLE WITH ASSAULT
CANNON, SHIELD 2 AND POWER FIST)



MARINE 1
(SHOWN AS AN EXAMPLE WITH
HEAVY FLAMER AND POWER FIST)



STORM BOLTER 2
RTB9/10



**CAPTAINS POWER FIST
WITH GRENADE LAUNCHER**
RTB9/12



SHIELD 2
RTB9/15



SHIELD 3
RTB9/16



HEAVY FLAMER
RTB9/9



POWER FIST
RTB9/2



STORM BOLTER 1
RTB9/1



CHAIN FIST
RTB9/11



ASSAULT CANNON
(WILL TAKE SHIELD)
RTB9/8



MARINES IN TACTICAL DREADNOUGHT ARMOUR

The miniatures on this page can also be purchased as the boxed **Terminator Squad**. This box contains 1x Captain body, 1x Librarian body, 2x Marine body 2, 2x Marine body 3, 1x Force axe, 1x Sergeant Power Sword arm, 1x Captains Power Fist with Grenade Launcher, 3x Storm Bolter 1, 3x Storm Bolter 2, 1x Heavy Flamer, 3x Power Fist, 2x Chain Fist, 1x Assault Cannon, 2x Shield 3 and 1x Shield 2.

TERMINATORS



CAPTAIN
RTB9/7



MARINE 1
RTB9/5



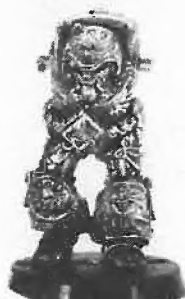
MARINE 2
RTB9/4



LIBRARIAN
RTB9/4



CLOSE COMBAT
070204/12



GREY KNIGHT 1
070204/2



MARINE 3
RTB9/3



DAEMON HUNTER
070204/22



INQUISITOR
070204/19



GREY KNIGHT 2
070243/5



GREY KNIGHT 3
070243/6



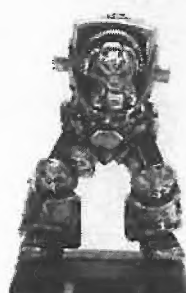
CYCLONE
070204/5



TRAITOR 1
070204/10



TRAITOR CAPTAIN
070243/3



TRAITOR 2
070204/8

ELDAR

GUARDIANS



POWER SWORD
AND LAS PISTOL
071584/2



SHURIKEN
CATAPULT 1
071584/4



LAS GUN 1
071584/3



SHURIKEN
CATAPULT 2
071548/1



LAS GUN 2
071584/5



SHURIKEN
CATAPULT 3
071584/8



SHURIKEN
CATAPULT 4
071584/9



SHURIKEN CATAPULT
AND SHURIKEN PISTOL
071584/7



SHURIKEN PISTOL AND
POWER SWORD 1
071584/7



SHURIKEN PISTOL AND
POWER SWORD 2
071584/10



SCOUTS



2 LAS PISTOLS
071545/5



LAS GUN 1
071545/4



LAS GUN 2
071545/2



LAS GUN 3
071545/3



LAS GUN 4
071545/1

ELDAR

AVATAR



THE ASSEMBLED
AVATAR



BODY
071597/1



DOOM THAT WAILS
(SPEAR FORM)
071597/2



CLOAK
071597/3



WARLOCKS AND FARSEER



WARLOCK AND
FORCE STAFF 1
071604/4



WARLOCK AND
WITCH BLADE 1
071604/5



FARSEER
071604/3



WARLOCK AND
FORCE STAFF 2
071604/1



WARLOCK AND
WITCH BLADE 2
071604/1

